



TOSHIBA



Blu-ray Disc™ Player



BDX1250KE

Owner's Manual



Contents

1 Important	3-4
Safety and important notice	3
Disposal of your old product and batteries	3-4
2 Your Product	5-7
Regions codes	5
Product overview	6
Remote Control	7
3 Connections	8-9
Connecting to a TV	8
Optional Connection	8
Connect USB device	9
Connect Power	9
4 Preparation	10
Prepare the remote control	10
Setting up the player	10
5 Playback	11-13
Playback Functions	11-13
6 Customizing	14-20
General Setting	14-18
Display Setting	18-19
Audio Setting	20
System information	20
7 Specification	21
8 Troubleshooting	22-23
9 Glossary	24-25
10 License Information	26-48

1 Important

Safety and important notice

Warning:

- Risk of overheating! Never install the product in a confined space. Always leave a space of at least 10cm around the product for ventilation. Ensure curtains or other objects never cover the ventilation slots on the product.
- Never place the product, remote control or batteries near naked flames or other heat sources, including direct sunlight.
- Only use this product indoors. Keep this product away from water, moisture and liquid-filled objects.
- Never place this product on other electrical equipment.
- Keep away from this product during lightning storms.
- Where the mains plug or an appliance coupler is used as the disconnect device, the disconnect device shall remain readily operable.

LASER

CAUTION:

USE OF CONTROLS OR ADJUSTMENTS OR PERFORMANCE OF PROCEDURES OTHER THAN THOSE SPECIFIED HEREIN MAY RESULT IN HAZARDOUS RADIATION EXPOSURE.

CAUTION:

VISIBLE AND INVISIBLE LASER RADIATION WHEN OPEN AND INTERLOCKS DEFEATED. DO NOT STARE INTO BEAM.

LOCATION:

INSIDE, NEAR THE DECK MECHANISM.

**CLASS 1
LASER PRODUCT**

EU Conformity Statement



This product is marked with "CE" and complies therefore with the applicable harmonized European standards listed under the Low Voltage Directive 2006/95/EC and the EMC Directive 2004/108/EC. ErP Directive 2009/125/EC

Responsible for CE-marking is
TOSHIBA EUROPE GMBH
Hammfelddamm 8, D-41460 Neuss, Germany.

Disposal of your old product and batteries

Following information is only valid for EU-member States:

Disposal of products



The crossed out wheeled dust bin symbol indicates that products must be collected and disposed of separately from household waste. Integrated batteries and accumulators can be disposed of with the product. They will be separated at the recycling centres. The black bar indicates that the product was placed on the market after August 13, 2005. By participating in separate collection of products and batteries, you will help to assure the proper disposal of products and batteries and thus help to prevent potential negative consequences for the environment and human health.

For more detailed information about the collection and recycling programmes available in your country, please contact your retailer where the product was purchased.

Disposal of batteries and/or accumulators



The crossed out wheeled dust bin symbol indicates that batteries and/or accumulators must be collected and disposed of separately from household waste.

If the battery or accumulator contains more than the specified values of lead (Pb), mercury (Hg), and/or cadmium (Cd) defined in the Battery Directive (2006/66/EC), then the chemical symbols for lead (Pb), mercury (Hg) and/or cadmium (Cd) will appear below the crossed out wheeled dust bin symbol.

By participating in separate collection of batteries, you will help to assure the proper disposal of products and batteries and thus help to prevent potential negative consequences for the environment and human health.

For more detailed information about the collection and recycling programmes available in your country, please contact your retailer where the product was purchased.

Copyright notice

This product incorporates copyright protection technology that is protected by U.S. patents and other intellectual property rights. Use of this copyright protection technology must be authorized by Rovi Corporation, and is intended for

home and other limited viewing uses only unless otherwise authorized by Rovi Corporation. Reverse engineering or disassembly is prohibited.



Be responsible
Respect copyrights

Notice for Trademark



HDMI, the HDMI logo and High-Definition Multimedia Interface are trademarks or registered trademarks of HDMI Licensing LLC in the United States and other countries.



BONUSVIEW™

Blu-ray Disc™, Blu-ray™, BD-Live™, BONUSVIEW™, and the logos are trademarks of the Blu-ray Disc Association.



Manufactured under license from Dolby Laboratories. Dolby and the double-D symbol are trademarks of Dolby Laboratories.



Manufactured under license under U.S. Patent Nos: 5,956,674; 5,974,380; 6,226,616; 6,487,535; 7,392,195; 7,272,567; 7,333,929; 7,212,872 & other U.S. and worldwide patents issued & pending. DTS-HD, the Symbol, & DTS-HD and the Symbol together are registered trademarks & DTS-HD Master Audio | Essential is a trademark of DTS, Inc. Product includes software. © DTS, Inc. All Rights Reserved.



'AVCHD' and the 'AVCHD' logo are trademarks of Panasonic Corporation and Sony Corporation.



'DVD Video' is a trademark of DVD Format/Logo Licensing Corporation.



Oracle and Java are registered trademarks of Oracle and/or its affiliates. Other names may be trademarks of their respective owners.



ABOUT DIVX VIDEO:

DivX® is a digital video format created by DivX, Inc. This is an official DivX Certified® device that plays DivX video. Visit divx.com for more information and software tools to convert your files into DivX video.

ABOUT DIVX VIDEO-ON-DEMAND:

This DivX Certified® device must be registered in order to play purchased DivX Video-on-Demand (VOD) movies. To obtain your registration code, locate the DivX VOD section in your device setup menu. Go to vod.divx.com for more information on how to complete your registration.













DivX®, DivX Certified® and associated logos are trademarks of DivX, Inc. and are used under license.







For HD Test Kit 1080p v1.1 and later: DivX Certified® to play DivX® video up to HD 1080p, including premium content.

2 Your Product

Regions Codes

Both the Blu-ray Disc™ Player and the discs are coded by region. These regional codes must match in order to play the disc. If the codes do not match, the disc will not play.
The Region Number for this Blu-ray Disc™ Player is described on the rear panel of the Blu-ray Disc™ player.

Region	DVD discs that can be played	
U.S.A. and Canada regions		
U.K., Europe regions and Japan		
Asia Pacific, Taiwan, Korea		
Australia, New Zealand, Latin America		
Russia and India regions		
China, Calcos Islands, Walls and Futuna Islands		

Region	Blu-ray™ discs that can be played
North America, Central America, South America, Korea, Japan, Taiwan, Hong Kong and South East Asia.	 
Europe, Greenland, French territories, Middle East, Africa, Australia and New Zealand.	 
India, China, Russia, Central and South Asia.	 

Feature highlights

High-Definition entertainment
Watch high-definition content disc with HDTV (High Definition Television). Connect it through a high speed HDMI cable. You can enjoy excellent picture quality up to 1080p resolution with the frame rate of 24 frames per second with progressive scan output.

BD-Live™

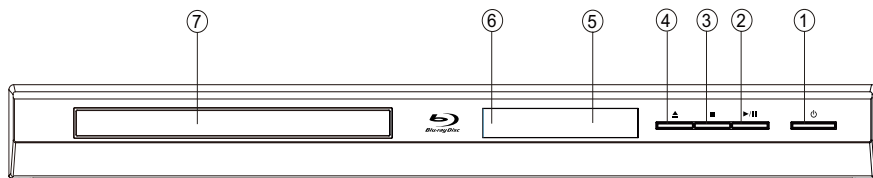
Connect this player to the movie studios website via the LAN jack to access a variety of up-to-date content (e.g. refreshed previews and exclusive special features).

Blu-ray Disc™ Java

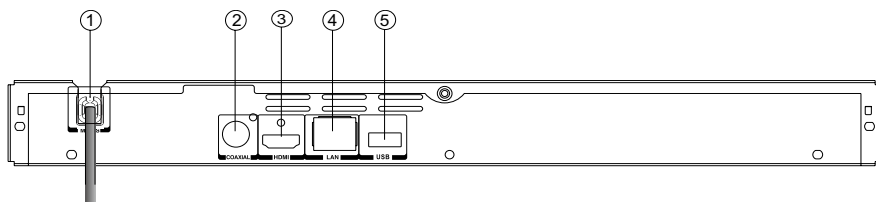
Blu-ray Disc™ Java(BD-J) Application
The BD-ROM format supports Java for interactive functions. "BD-J" offers content providers almost unlimited functionality when creating interactive BD-ROM titles.

Product overview

Main Unit



NO	Control	Function
①	⏻	Turns the power on or restores the unit to the standby mode.
②	▶/II	Playback/Pause.
③	■	Stop play.
④	⏏	Open or close the disc compartment.
⑤	Display panel	Show information about the current status of this unit.
⑥	IR Sensor	Point the remote control at the IR sensor.
⑦	Disc compartment	Loads a disc into the disc drive.



NO	Control	Function
①	AC power cord	Connects to a standard AC outlet.
②	COAXIAL jack	Output digital audio signals when connecting the coaxial digital cable.
③	HDMI OUTPUT jack	Outputs video/audio signals to a connected TV, monitor or AV amplifier. Connect to a TV, monitor or AV amplifier equipped with HDMI input.
④	LAN jack	Use this to connect to a network with an always-on broadband connection. It is reserved for future usage of BD-Live™.
⑤	USB jack	Connect a USB flash drive.

Remote Control

▲ OPEN/CLOSE

- Open/ Close the disc tray

Number Buttons

- Select numbered items in a menu
- Press to enter track/ chapter/ title numbers/password directly

OSC

- To access On Screen Control menu

CLEAR

- To clear an entry or the bookmark and program you set

MC(Media Center)

- To open/close Media Center

POP MENU/MENU

- To display a menu included on many Blu-ray Disc™/DVD video discs

OK

- Acknowledge/ Confirm menu selection
- Navigation/ Cursor buttons for moving to the left / right / up / down
- Press ◀/▶ during JPEG playback to rotate the current photo track, but the JPEG playback will be paused

RETURN

- Return to previous menu

TOP MENU

- To display the disc title during playback

PROGRAM

- To access program list.

DIGEST

- To access JPEG thumbnail view during playback

SUBTITLE

- To display subtitle; press repeatedly to select different subtitles available in your disc

AUDIO

- To select the sound stream; press repeatedly to select different audio streams available in your disc

ANGLE

- Switch the camera angle during playback



REMOTE SIGNAL EMITTER

- Point remote control to the sensor on the front panel

ON / STANDBY

- To switch the Blu-ray Disc™ Player to ON or standby mode

SETUP

- Enters or exits the system setup menu

REPEAT A-B

- To repeat from A to B

REPEAT

- Selects various repeat mode.

SEARCH

- To search a title, chapter, track or playing time

DISPLAY

- To display a window to locate a title, chapter or track

◀◀/▶▶

- Instant replay/instant search

◀◀/▶▶ F.R & F.F

- Fast reverse/ fast forward

⏮ PLAY/PAUSE

- Start/Pause playback

◀◀/▶▶ PREV & NEXT

- Skip to previous/next chapter/ title/track

■ STOP

- Stop playback

▶▶

- Do a slow forward during normal playback

⏮

- Advance the picture frame by frame during pause mode

ZOOM

- To zoom out/in

BOOKMARK

- To bookmark at any point during playback

PIP (Picture in Picture)

- Switch on or off the secondary video

PIP AUDIO

- Switch the secondary audio of secondary video(PIP) to on or off

HDMI

- To change resolution of HDMI video output to fit TV. Such as 1080p, 1080i.... etc.

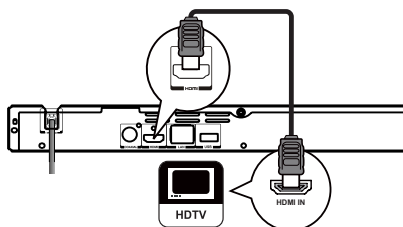
3 Connections

Make the following connection to use this product.

Connecting to a TV

Connect the product to TV to view the playback from the disc.

Connect to the HDMI Jack



1. Connect a HDMI cable from the HDMI output jack on this product to the HDMI input jack on the TV.

Note:

– You can optimize the video output by pressing the HDMI button repeatedly to select the best resolution which the TV can support.

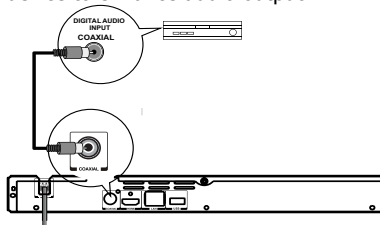
Optional Connection

Option 1: Connect to the digital amplifier/receiver

Option 2: Connect to network

Option 1: Connect to the digital amplifier/receiver

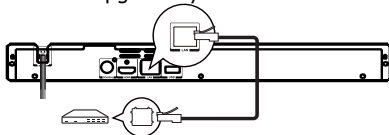
Route the sound from this player to other device to enhance audio output.



1. Connect a coaxial cable from the COAXIAL jack on this product to the COAXIAL jack on the device.

Option 2: Connect to network

Connect this product to the network to enjoy BD-Live™ bonus content and software upgrade by network.

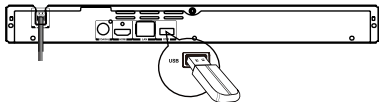


1. Connect the network cable from the LAN jack on the product to the LAN jack on the network system.

Connect USB device

A USB device provides an additional memory to software upgrade and enjoy BD-Live™ bonus content.

You can also enjoy playing back MP3/JPEG/MPEG4/DivX® files stored in the USB flash device.



1. Connect the USB Flash device to the USB jack on this product.

Notes:

- Connect only a USB Flash device to the USB jack on this product.

- To enjoy BD-Live™ bonus content, as your local storage, use a **1 GB or larger USB memory**.

-For some Blu-ray™ discs with BD-Live™ feature, you may need to plug in the USB device before loading the disc. Otherwise, the disc may not playback.

- TOSHIBA does not guarantee 100% compatibility with all USB Flash devices.

Connect Power

1. Connect the AC power cable to:
 - the wall socket.
 - The product is ready to be set up for use.

Notes:

– Before connecting the AC power cord, ensure you have completed all other connections.

– Risk of product damage! Ensure that the power supply voltage corresponds to the voltage printed on the back of the unit.

– The type plate is located on the back of the unit.

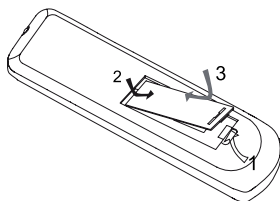
4 Preparation

Always follow the instructions in this chapter in sequence.

Note:

- Use of controls or adjustments or performance of procedures other than herein may result in hazardous radiation exposure or other unsafe operation.

Prepare the remote control



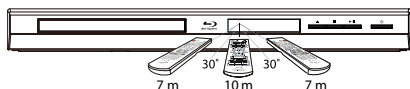
1. Open the battery compartment.
2. Insert one R03 battery with correct polarity (+/-) as indicated.
3. Close the battery compartment.

Notes:

- If you are not going to use the remote control for a long time, remove the battery.
 - Risk of explosion! Keep battery away from heat, sunshine or fire. Never discard battery in fire.

• The maximum operable ranges from the unit are as follows.

- Line of sight: approx. 10 m
- Either side of the centre: approx. 7 m within 30°
- Above: approx. 7 m within 30°
- Below: approx. 7 m within 30°



Setting up the player

Find the correct viewing input

1. Press to turn on this product.
2. Turn on the TV and switch to the correct video-in input (refer to the TV user manual on how to select the correct input).

Initial Setting

When you turn on this unit for the first time, you need to follow these steps.

1. A welcome page will be displayed when this product is powered on.
2. Press OK to enter language setting.
3. Select your desired language, resolution and aspect ratio using /, then press OK.
4. Press SETUP to exit the Setup menu.

Use the SETUP menu

1. Press SETUP to display the Setup menu when the Blu-ray Disc™ Player is playing or no disc. And press SETUP to exit the Setup menu.

Tip:

- When playing high-definition sources, you must press STOP button to enter SETUP interface.

Select menu display language

1. Press SETUP, **[General Setting]** menu is displayed.
2. Select **[Language]**, then press .
3. Select **[OSD]**, then press .
- The language options may vary for different regions.
4. Press / to select a language, then press OK.






Note:

- If this disc player is connected to a HDMI CEC compliant TV, skip this setting. It switches automatically to the same OSD menu language as per your TV setting.



5 Playback

Playback Functions




Basic Playback

1. Press  button on the front panel or the remote control, your Blu-ray Disc™ player will turn on.
The unit will take around 20 seconds to warm up.
2. Turn on the TV, and then select the input setting on the TV that matches the connection method you used to connect your player.
3. Press OPEN/CLOSE  to slide out the disc tray.
4. Place a disc on the disc tray with the label facing up, and then press OPEN/CLOSE  to slide back and close the disc tray.
The disc loading time depends on the types of disc you are loading, and loading a Blu-ray Disc™ will take longer time.
5. If the disc does not start playing automatically, please press  to start playback.
6. If a Blu-ray Disc™ or DVD menu displays, use cursor buttons to select PLAY. Then, press OK to confirm.
7. To eject the disc, press OPEN/CLOSE .


Pause playback

1. Press  to pause playback. The sound will be muted.
2. Press  to resume the playback.

Stop playback


1. Press STOP  button once to go to resume mode, the TV screen will show the resume logo.
2. Press STOP  twice to stop the playback completely.
3. Press  to resume playback from the point where playback is stopped or from the beginning of the disc after the playback is completely stopped.
Not all Blu-ray™ discs support the resume feature.


Fast Forward and Fast Reverse

1. Press F.F  to fast forward through the disc. The fast forward speed changes based on how many times you pressed the button. The speed will increase through the following


sequence:

2X, 4X, 8X, 16X, 32X



2. Press  to resume playback.

3. Press F.R  to fast reverse through the disc. The fast reverse speed changes based on how many times you pressed the button. The speed will increase through the following sequence:


2X, 4X, 8X, 16X, 32X


4. Press  to resume playback.

Instant Search and Instant Replay




1. During playback, press and hold  button, you can search 30 seconds forward.
2. During playback, press and hold  button, you can instant replay the content from 10 seconds before.

Previous and Next

During playback, press PREV  button, and you can skip back to the previous chapter or track. Each press of this button will allow you to skip a chapter or track till the beginning of the disc.




Press of NEXT  button during playback will allow you to skip the playback to next chapter or track.

Slow Forward

1. Press  during normal playback. The slow forward speed is 1/16 in default.
2. To change slow forward speed, press  repeatedly, and the slow forward speed will be changed in the following sequence: 1/16, 1/8, 1/4, 1/2, normal.
3. To exit slow forward mode and return to normal playback, press .

Step Forward

Use this feature to help you to enjoy the video frame by frame.

1. Press  during normal playback, then playback will change to pause state.
2. Press  repeatedly to advance the picture frame by frame.
3. Press  to resume normal playback.

HDMI

When there is file or disc being played, it is not allowed to switch resolution through the HDMI button of the Remote Control.

Advanced Playback

DISPLAY

Press this button and the screen will display some information about disc, such as: Title number, Chapter number, Track number, Elapsed Time, Mode, Audio, Angle, and Subtitle languages. Press this button again to turn off the information display.

REPEAT

Press REPEAT repeatedly to select different repeat modes.

DVD: Repeat Chapter, Repeat Title, and All.
VCD PBC Off/CD/JPEG/MP3: Repeat Track and All.

A-B

To play certain section within the video or song, press A-B button to set the start point. Then, press A-B button again to set the end point and complete the setting. The selected section will be played repeatedly.

Press A-B button the third time to cancel this function.

The end point cannot be set until 5 seconds of playback has elapsed from the start point.

SEARCH

During playback, press SEARCH button to edit Title, Chapter, and Time.

Press ◀/▶ and OK button on the remote control to select Title, Chapter, or Time. Then press the numeric buttons or ▲/▼ and then press OK. The playback will skip to the desired location.

For Time Search, press ▲/▼ to select Title or Chapter time search.

SUBTITLE

Press this button repeatedly and the screen will display "X/XX XXX" or "Off". The "X" indicates the current number of this language; "XX" indicates the total number of language; "XXX" indicates the language.

The number of available languages depends on the disc.

RETURN

Press this button to return to the previous on-screen menu in setup menu such as External Memory Information, Parental Control, Country Code, etc.

During MP3/JPEG/VIDEO playback, press RETURN once, it will return back to Media Center page.

During VCD disc playback and PBC On is selected, press the button to return to PBC Menu.

ANGLE

During playback, press this button to change the angle of the picture. The screen will display "Angle X/X." The first "X" indicates the current number of angle, and the second "X" indicates total number of angle.

Not all Blu-ray™ or DVD has the multi-angle feature. The screen will take around 5 seconds to change.

TOP MENU

You may press this button at any time, and the Blu-ray Disc™ or DVD video disc playback will pop up the disc menu.

POP MENU/MENU

During Blu-ray Disc™ playback, press POP MENU/MENU to display the disc title, and the playback will not be stopped even the menu is on the screen.

1. Press the ▲/▼/◀/▶ buttons to select an option, then press OK to confirm.

2. Press POP MENU/MENU to close the menu.

During DVD playback, press POP MENU/MENU to open the disc menu.

During VCD playback, press POP MENU/MENU to switch PBC On/Off.

During displaying USB and Data Disc file content in media center, press POP MENU/MENU to add the Photo/Music/Video files to the playlist.

1. Press ▲/▼/◀/▶ buttons to select an option under the Photo/Music/Video files.

2. In the file browser, press ▶ to select the file(s) to be added to the playlist. "√" will appear beside the selected files.

3. Press POP MENU/MENU button, a pop up menu will appear, then press ▲/▼ and OK button to select "Add to Playlist" to add the files to the Playlist. "Select all" and "Clear all" options are also available. Select "Cancel" to exit the pop up menu.

All the selected files will be added to the "Playlist" folder. You can play or delete the files in the playlist.

Press POP MENU/MENU to delete the selected files in "Playlist"

SETUP

Press the SETUP button, and the screen will display some information about the player, such as:

- General Setting
- Display Setting
- Audio Setting
- System Information

PROGRAM

During CD/DVD/VCD playback, you can press this button to edit the sequence of the playlist.

BOOKMARK

During VCD/DVD/DivX® disc playback, press the BOOKMARK button to add the bookmark; press and hold for a few seconds to display the list of bookmark which you added before on the screen, then you can press the OK button to select the bookmark or CLEAR button to delete the bookmark.

AUDIO

Press AUDIO button on the remote control to select the audio streams that set within the Blu-ray™ or DVD disc.

The screen will display:

AUDIO: X / XX XXX XXXX

"X" - The Current Audio Stream Number

"XX" - The total number of Audio Stream

"XXX" - Audio Language

"XXXX" - Audio Technology

MC

Press this button to play media files in the USB.

ZOOM

Press ZOOM button repeatedly to Zoom in/out playback in the video.

Zoom mode : Zoom 2x -> Zoom 3x -> Zoom

4x -> Zoom 1/2 -> Zoom 1/3 -> Zoom 1/4.

DIGEST

During playback of JPEG disc, press DIGEST to view a page of 12 thumbnail images.

- Use ▲/▼/◀/▶ to select an image.

Press OK to view the selected image in full-screen and subsequent images will be displayed one after another automatically.

- Press PREV [◀◀/NEXT ▶▶] to view the previous or next thumbnail screen.

PIP AUDIO

Press PIP AUDIO button to open the secondary audio of secondary video (PIP's sub-window video).

OSC

Press OSC to open On Screen Control menu during playback. In this menu, you can make some playback-related control.

The on screen control contains following items:

[Title]: The title in current playback/titles in total. Select your desired title to playback.

[Chapter]: The chapter in current playback/chapters in total. Select your desired chapter to playback.

[Time]: View the elapsed/remaining playback time of title/chapter. Use ▲/▼ to view: the elapsed playback time of title, the remaining playback time of title, the elapsed playback time of chapter, and the remaining playback time of chapter.

[Mode]: Select playback mode among shuffle, random, and normal.

[Audio]: The Blu-ray Disc™/DVD disc's soundtrack language. Use ▲/▼ to view the audio available in the disc and select your desired Audio type.

[Angle]: The angle view of current playback/the angles in total. Please reference Playback > Angle to see more detailed info.

Use ▲/▼ to select your desired angle view.

[Subtitle]: The Subtitle in current playback. Use ▲/▼ to view the subtitles available in the disc and select your desired subtitle type or turn it off.

Note:

- In accordance with the different discs, there would be different subtitles. Such as Central Europe

Cyrillic

Latin I

Greek

Turkish

Hebrew

[Subtitle Style]: When you play the Blu-ray Disc™ or DVD disc and if it has external subtitle, you will see it in OSC menu.

[Bitrate]: Use ▲/▼ to select your desired Bitrate.

[Still Off]: Close the Still feature of DVD disc.

For some DVD discs, a certain video picture will be frozen as a still picture during the process of playback to let the user has a better view of certain picture. To continue playback, select Still Off.

[Instant Search]: Instant search 30 seconds forward.

[Instant Replay]: Replay the content from 10 seconds before.

Tips:

- The specified operation for each item will vary with disc types. And some items are available only when the disc is supportable.

- The DivX® subtitle filename(.sub) has to be saved under the same filename as the movie(.avi) in the same folder (e.g. Folder A: abc.avi and abc.sub).

Blu-ray Disc™ BONUSVIEW™

Playing Secondary Video (Picture-in-Picture) and Secondary Audio is for Blu-ray Disc™ only. Secondary video can be played from a disc compatible with the Picture-in-Picture (PIP) function. For the playback method, refer to the instructions for the disc.

1. Turn on secondary video by pressing the PIP button.
2. Press the PIP AUDIO button to select the secondary audio, and select an option except Off. The secondary audio is opened, you can hear the disc secondary video sound.
3. Press the PIP button again to turn off the secondary video.

Primary video



Secondary video
with Secondary Audio

This function is not available when the primary video is played in Search, Slow-Motion, or Frame-by-Frame or Fast Forward/ Reverse mode.

To listen to the secondary audio, the digital audio output must be set to "Bitstream", "Re-encode" or "PCM". Otherwise, only the primary audio can be heard.

Notes:

- Not all the Blu-ray™ discs can support this function.

-High Definition PIP (Second Video) is not supported.

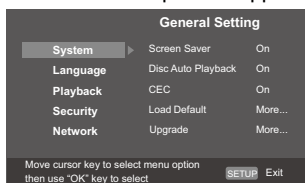
6 Customizing

This section describes the various setting option of this Blu-ray Disc™ player.

If the setup option is greyed out, it means the setting cannot be changed at the current state.

General Setting

1. Press **SETUP** button on the remote control. The Setup Menu appears.



2. Press **▼** to select an option, then press **►** to access.
3. Press **▲/▼** to select a setup option and press **►**.
4. Select the setting you wish to change and press **OK** to confirm.
 - Press **◀** to return to the previous menu.

[System]

To change the following system option to personalize your Blu-ray Disc™ player.

• [Screen Saver]

Turn On or Off the screen saver mode. It helps to protect the TV screen.

{ **On** } – Set the screen saver active after approximately 5 minutes with no operation. You can turn off the screen saver by pressing the **SETUP** button.

- The Blu-ray Disc™ Player will switch to standby mode if there is no operation after the screen saver is engaged for approximately 10 minutes.

{ **Off** } – Turn off the screen saver mode.

• [Disc Auto Playback]

Turn On or Off the disc automatic playback switching mode.

{ **On** } – The disc playback automatically after loading.

{ **Off** } – Turn off disc auto playback mode.

• [CEC]

This player supports REGZA-LINK which uses the HDMI CEC (Consumer

Electronics Control) protocol. You can use one single remote control to control all REGZA-LINK-compliant devices that are connected through HDMI connectors.

{ **On** } - Turns on REGZA-LINK features.

-With CEC on, during TV standby with the Blu-ray Disc™ Player on, pressing **SETUP**, **PLAY/PAUSE** will power on the TV. When you turn the TV off, this unit will automatically turn off.

{ **Off** } - Disables REGZA-LINK features.

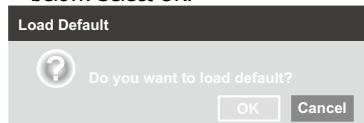
• [Load Default]

Reset all settings of Blu-ray Disc™ Player to initial default state.

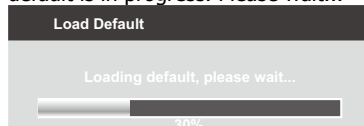
- Follow the instruction on the TV screen to confirm the default setting operation.

1. Select **Load Default**.

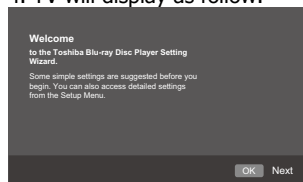
2. A dialogue box pops up shown as below. Select **OK**.



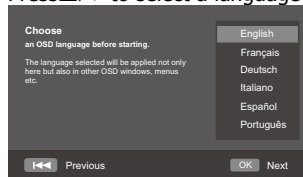
3. It may take awhile when loading default is in progress. Please wait...



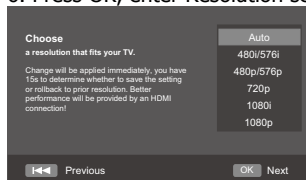
4. TV will display as follow:



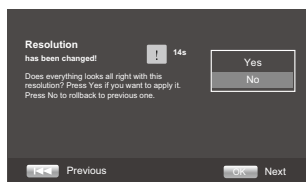
5. Press **OK**, enter language setting. Press **▲/▼** to select a language option.



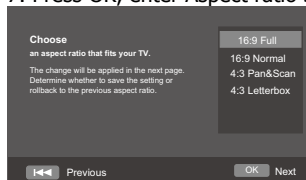
6. Press OK, enter Resolution setting.



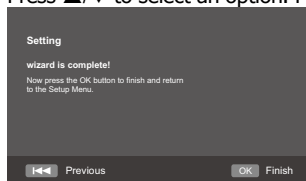
Press ▲/▼ to select an option. Press OK.
Select "Yes" or "No" using ▲/▼.



7. Press OK, enter Aspect ratio setting.



Press ▲/▼ to select an option. Press OK.



8. Press OK to return to [General Setting] Menu.

• [Upgrade]

For software upgrades to enhance performance, you could select the following upgrade method and start to upgrade.

{Disc}/{USB Storage}/{Network}

SW upgrade by Disc/USB Storage

Upgrade the software from the disc or USB Flash device.

1. Insert the disc or connect the USB Flash device which contains the upgrade file package.

2. Follow the instruction on the TV screen to confirm upgrade operation.

- The system will reboot after 5 seconds or OK key is pressed.

Notes:

- If set [Disc Auto Playback] to [Off], after you insert the disc that contains the upgraded information to upgrade system, you have to start upgrade from this option of SETUP Menu.
- If the upgrade file package did not pass the verification, error prompt is displayed, check the package again (such as the package is not complete)

- Make sure the firmware version is not an old version.

- When you upgrade the system using USB Flash device, you should make a new folder named UPG_ALL, and copy the upgrade file into this folder.

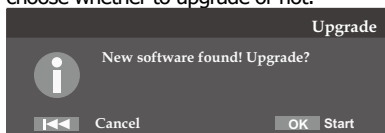
SW upgrade by Network introduction

There are two modes to upgrade via internet : Automatic Mode and Interactive Mode.

Automatic Mode:

The player will check the internet whether it is connected automatically when powered on. If connected, player will try to connect the Toshiba server to check if there is new firmware for the player.

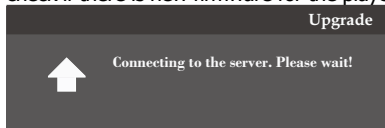
If yes, the player will pop up a message on the screen to inform you that an upgrading firmware is available on the internet. You can choose whether to upgrade or not.



Interactive Mode:

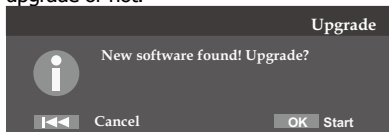
You can also do network upgrade via setup menu.

You should make sure that the player is connected to the internet first. Press "SETUP" button of the remote control, then choose "System -> Upgrade -> Network" and press "OK" button. Then the player will connect the Toshiba server to check if there is new firmware for the player.

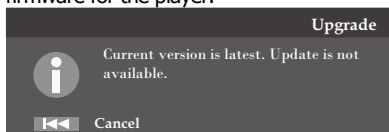


If yes, the player will pop up a message on the screen and you can choose whether to

upgrade or not.

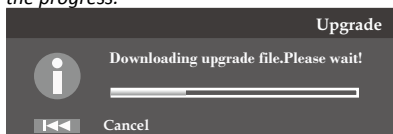


If no, the player will pop up a message on the screen to inform you that there is no new firmware for the player.



Remark :

If you choose to upgrade the new FW ,
1.The player will begin to download the upgrade file and pop up a message to show the progress.



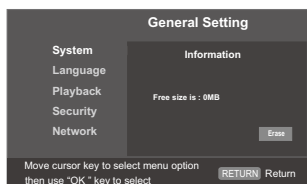
2. When download is finished, the player will pop up a message for you, and you can choose whether to proceed with the upgrading or not. If you choose to upgrade, the player will begin to upgrade, and pop up a message to show the progress. When upgrade is done, the player will restart.

Attention! Do NOT cut off the power supply when the firmware is upgrading! Or the player might become unworkable.

• [External Memory]

External Memory would be used in BD-Live™ function. When you plug in the USB flash device which has at least 1GB free space to play BD-Live™ function, the Blu-ray Disc™ system would make a directory named BUDA automatically. Information will display the Free size.

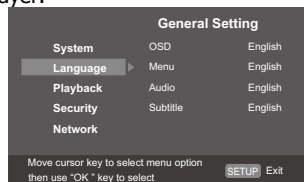
1. Press OK.
2. Follow the instruction on the TV screen to select {Information}.



- 3.Press OK to select "Erase", the data in the BUDA folder will be cleared.

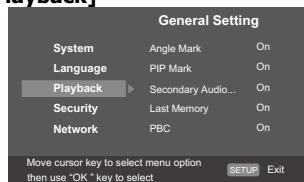
[Language]

Set up the OSD(On-Screen Display), Menu, Audio and Subtitle default language for the player.



- **[OSD]**
Select the default on-screen display language.
- **[Menu]**
Select the default menu language.
- **[Audio]**
Select the default audio language.
- **[Subtitle]**
Select the default subtitle language.

[Playback]



- **[Angle Mark]**
Some Blu-ray™ discs/DVDs contain the scenes recorded with multiple angles, which allow you to enjoy the videos with your desired angles, therefore the angle mark is displayed only when the Blu-ray Disc™/DVD disc is supportable for multi-angle and Angle Mark is set to ON.
{On} – Display the angle mark.
{Off} – Hide the angle mark.
- **[PIP Mark]**
The Picture -In- Picture (PIP) mode display two pictures on the TV screen at the same time, the full screen picture is called Main Window and the small inset window is called Sub Window. The PIP mark is displayed when in PIP mode and PIP Mark is set to ON.
{On} – Display the PIP mark.
{Off} – Hide the PIP mark.
Note:
-High Definition PIP (Second Video) is not supported.
- **[Secondary Audio Mark]**
{On} – Display Secondary Audio Mark.

{Off} – Hide the Secondary Audio Mark.

- **[Last Memory]**

If you open the disc tray or switch this Blu-ray Disc™ player to standby state during normal playback, the Blu-ray Disc™ player can memorize the end playing point, the player will start playback from the memorized point next time.

{On} – Active Last Memory feature.

{Off} – Disable Last Memory feature.

Note:

-Not all the Blu-ray™ discs can support this function.

- **[PBC]**

VCD2.0 has PBC control (Playback Control) menu, which allow you to interact with the system via menu.

{On} – Display playback control menu, use NUMBER keys to select desired option.

{Off} – Hide playback control menu and start playback from track1 automatically.

- **[Closed Caption]**

Allow people who are deaf or hearing impaired, to have access to television programming by displaying the audio portion of a television programme as text on the screen.

{On} – Display the Closed Caption .

{Off} – Hide the Closed Caption.

- **[DivX(R) VOD DRM]**

The DivX(R) VOD DRM means DivX(R) Video on Demand Digital Right Management. DivX® is the name of a revolutionary new video codec which is based on the new MPEG-4 compression standard for video. You will be able to play DivX® movies using this player.

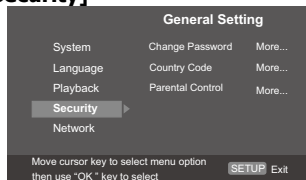
You can only play DivX® videos that were rented or purchased with the DivX® registration code of this product.

Select the DivX(R) VOD DRM option, you can find this product's registration code .

To learn more please visit

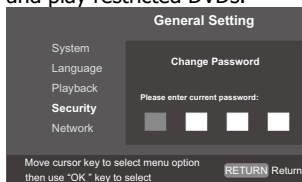
<http://www.divx.com/vod>.

[Security]



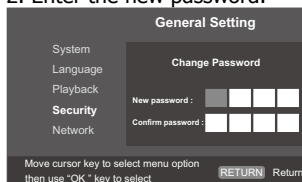
- **[Change password]**

Follow the instruction on the TV set or change the password for locked discs and play restricted DVDs.



1. Use NUMBER keys to enter four digit old password. The default password is "0000".

2. Enter the new password.



3. Enter the new password again to confirm.

- **[Country Code]**

This ensures that you will be able to see the scenes intended for your current residential Country/Area.

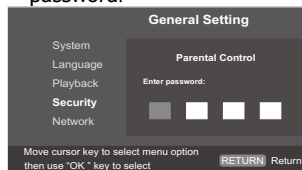
Use NUMBER Keys to enter your password, then you can choose your Country/Area.

- **[Parental Control]**

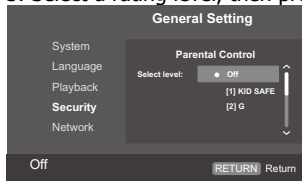
Restricts access to discs that are unsuitable for children. These discs must be recorded with rating.

1. Press OK.

2. Use NUMBER keys to enter the password.



3. Select a rating level, then press OK.

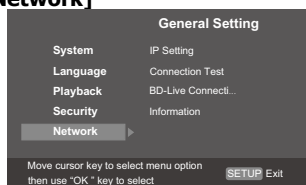


Items	Description
KID SAFE	Safe for kids
G	All children and general guidance
PG	Parental guidance
PG-13	Parental guidance for children under 13
PGR	Parental guidance Recommended
R	Restricted viewing
NC-17	No one 17 and under allowed
ADULT	Adult only

Notes:

- Rated discs above the level you set in [Parental Control] require a password to be entered.
- The ratings are country dependent. To allow all discs to play, select 'Off'.

[Network]



To enjoy BD-Live™ bonus contents, set up the network connection.

Note:

- Ensure that the network cable is properly connected and the router is switched on.
1. Connect the Blu-ray Disc™ player to the broadband modem or router.
 2. In the Setup menu, select [Network], then press ►.
 3. Select [IP Setting] in the menu, then press OK to select [Auto]. An IP address is obtained automatically. If no IP address is obtained, select [Manual] to input IP Address, Subnet Mask, Default Gateway, DNS1/DNS2 and press OK to re-connect again to the network. It will try to obtain the IP address again.
 4. Press RETURN or press OK to exit.

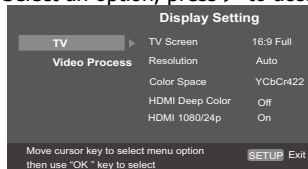
Notes:

- During [Manual] mode, if the number is entered incorrectly, press ▼ to erase the number.
- A contract with the provider is needed to connect to the Internet.
- This player does not support automatic detection of cross-cables. Use the straight (standard) LAN cable.
- Loading BD-Live™ content from the internet may take some time, depending on the file size and the speed of the internet connection.

- **[IP Setting]**
{Auto} – Auto obtain network information.
{Manual} – Manual setup network information.
- **[Connection Test]**
 Display Network connection status information.
- **[BD-Live Connection]**
{Permitted} – During playback of BD-Live™ disc, the disc may automatically download all information from appointed network.
{Partial Permitted} – During playback of BD-Live™ disc, the disc may automatically download partial of the information from appointed network.
{Prohibited} – Disable downloading information from network.
- **[Information]**
 Display all Network Information.

Display Setting

1. Press SETUP, [General Setting] menu is displayed.
2. Press ► to select [Display Setting], then press ▼.
3. Select an option, press ► to access.



4. Press ▲/▼ to select a setup option and press ►.
5. Select the setting you wish to change and press OK to confirm.
 - Press ◀ to return to the previous menu.
 - Press SETUP to exit the menu.

[TV]

- **[TV Screen]**
 Select the screen format according to how you want the picture to appear on the TV.
{16:9 Full} – For a disc with the aspect ratio of 4:3, the output video is stretched into 16:9 full screen.
{16:9 Normal} – For a disc with the aspect ratio of 4:3, the output video is resized vertically to match what will be seen on the display.
{4:3 Pan&Scan} – For standard TV, it

displays a wide picture on the entire screen and cuts off the redundant portions.

{4:3 Letterbox} – For standard TV, it displays a wide picture with two black borders on the top and bottom of 4:3 screen.

• [Resolution]

Select a video output resolution that is compatible with your TV display capability.

{Auto} – Select the most suitable resolution according to the TV .

{480i/576i}, **{480p/576p}**, **{720p}**, **{1080i}**, **{1080p}**

– Select a video resolution setting that is best supported by the TV. See TV manual for details.

• [Color Space]

Select a predefined Colour space of picture.

{RGB} – Select RGB Colour space.

{YCbCr} – Select YCbCr Colour space.

{YCbCr422} – Select YCbCr422 Colour space.

{Full RGB} – Select Full RGB Colour space.

• [HDMI Deep Color]

This feature is available only when the display device is connected by a HDMI cable, and when it supports Deep Colour feature.

{30 bits} – Output 30 bits Colour.

{36 bits} – Output 36 bits Colour.

{Off} – Output standard 24 bits Colour.

Note:

-When the colour space is "YCbCr422", even if HDMI Deep Color is set to 30bits/36bits, it is not output with Deep Colour.

• [HDMI 1080/24p]

{On} – Enable 1080/24p video resolution setting.

{Off} – Disable 1080/24p video resolution setting.

Notes about HDMI 1080/24p:

If you want the 24Hz output, it should fulfill below 3 conditions:

1. TV supports the 24Hz display;

2. Player choose the 24Hz option in the setup menu;

3. Media must be the 24Hz video.

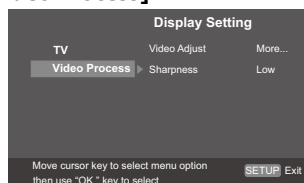
Notes:

- This resolution becomes effective only when

the playing Blu-ray Disc™ contents are Film source.

- During HDMI 1080/24p playback, there will be no composite output.

[Video Process]



• [Video Adjust]

Select a predefined setting of the video.

1. Press OK .

2. Press ◀/▶ to adjust the video Brightness, Contrast, Hue and Saturation.

{Brightness} - Press ◀/▶ to adjust the brightness of display, goes left means dark and right means bright.

{Contrast} - Press ◀/▶ to adjust the contrast of display, goes left means low contrast and right means high contrast.

{Hue} - Press ◀/▶ to adjust the Hue of display, goes left means low hue and right means high hue.

{Saturation} - Press ◀/▶ to adjust the saturation of display, goes left means low Saturation and right means high saturation.

3. Press RETURN to exit.



• [Sharpness]

Select the level of sharpness: High, Middle, Low.

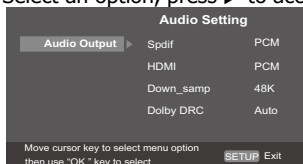
{High} - Select High sharpness level.

{Middle} - Select Middle sharpness level.

{Low} - Select Low sharpness level.

Audio Setting

1. Press **SETUP**, [**General Setting**] menu is displayed.
2. Press **►** to select [**Audio Setting**], then press **▼**.
3. Select an option, press **►** to access.



4. Press **▲/▼** to select a setup option and press **►**.
5. Select the setting you wish to change and press **OK** to confirm.
 - Press **◀** to return to the previous menu.
 - Press **SETUP** to exit the menu.

[Audio Output]

- **[Spdif]**
Select the output mode of COAXIAL jack, options include Bitstream, PCM, Re-encode and Off.
 {**Bitstream**} – Output digital signal without any processing.
 {**PCM**} – Output digital signal with processing, only two channels export.
 {**Re-encode**} – Auto select signal type from COAXIAL jack according to the Audio stream on disc.
 {**Off**} – No output for S/PDIF.

- **[HDMI]**
Select the output mode of HDMI Out jack, options include Bitstream, PCM, Re-encode and Off.
 {**Bitstream**} – Output HDMI digital signal without any processing.
 {**PCM**} – Output HDMI digital signal with processing, only two channels export.
 {**Re-encode**} – Auto select signal type from HDMI Out jack according to the Audio stream on disc.
 {**Off**} – No output for HDMI.

- **[Down_samp]**
Select the digital audio signal sampling frequency.
 {**48K**} – For discs recorded at sampling rate of 48 kHz.
 {**96K**} – For discs recorded at sampling rate of 96 kHz.
 {**192K**} – For discs recorded at sampling rate of 192 kHz.

• [Dolby DRC]

Select the Dynamic Range Control mode which makes it available to listen to a movie at a low volume without losing sound clarity.

{**Off**} – Non-dynamic range compress.

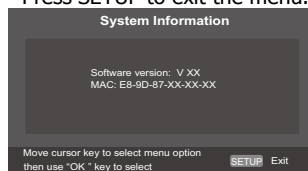
{**On**} – Dynamic range compress.

{**Auto**} – Adjust the DRC according to input audio.

The setting of Auto is effective for Dolby TrueHD.

System Information

1. Press **SETUP**, [**General Setting**] menu is displayed.
2. Press **►** to select [**System Information**].
 - The current software version and MAC address will be displayed.
 - Press **◀** to return to the previous menu.
 - Press **SETUP** to exit the menu.



7 Specification

Playable media

This product can play:

- Blu-ray Disc™-Video, BD-R/RE2.0, BDAV
- DVD, DVD-Video, DVD+R/+RW, DVD-R/-RW, DVD+R/-R DL (Dual Layer)
- Video CD/SVCD
- Audio CD, CD-R/CD-RW
- AVCHD
- USB flash device

Video

Signal system: PAL/NTSC

HDMI Output: 480i/576i, 480p/576p, 720p, 1080i, 1080p, 1080/24p.

Audio

- Digital output (Coaxial): 0.5 Vp-p (75 ohm)
- HDMI output

LAN

- LAN terminal 10BASE-T/100BASE-TX

USB

- USB 1.1 / USB 2.0 Full-speed / USB 2.0 High-speed
- Supporting range: Flash disk, card reader, 4 ports USB HUB, USB Mass Storage Class Device.
- Supported file system: FAT32
- Maximum size supported: 32GB
- Does not support unpowered HDD

Main Unit

- Power supply rating: 200V-240V 50/60Hz
- Power consumption: 15W
- Power consumption in standby mode: <1W
- Dimensions (w x h x d): 360 x 38.5 x 205 (mm)
- Net Weight: 1.25 kg
- Operating temperature: 5°C to 35°C
- Operating humidity: Less than 80 % (no condensation)

Accessories supplied

- Remote control
- One R03 (AAA size) battery
- Simple IB

Compatible file formats

MP3 tracks

- Supported file extension: '.mp3'
- Supported audio codec : MP3
- ISO format
- Supported corresponding bitrate: 8kbps-320 kbps
- Supported sampling frequencies: 32kHz, 44.1kHz, 48kHz

JPEG

- Supported file extension: '.jpg' or '.jpeg'
- JPEG/ISO format
- Does not support Picture CD

DivX®

- Supported file extension: '.DIVX'
- DivX HD

MKV

- Supported file extensions: '.MKV'
- Supported video codecs: H264 MP/HP, DivX, MPEG4 SP/ASP, MPEG1, MPEG2
- Supported audio codecs: AAC 2ch & 5.1ch, MP3, AC3, DTS, LPCM
- Supported subtitles: Text/UTF8, SSA, SMI, SUB, SRT, ASS
- Playback of MKV files in CD-R/RW may not be compatible
- Some MKV format discs may not play, depending on the video resolution and frame rate condition

Other formats

- MP4 ('.mp4', '.mov'), AVI ('.avi'), MPEG ('.mpg', '.mpeg')

8 Troubleshooting

If you experience any of the following difficulties while using this unit, check the list below before consulting your nearest TOSHIBA dealer.

Problem	Tip
No reaction to the remote control.	Connect the product to the power outlet.
	Point the remote control at the product.
	Insert the battery correctly.
	Insert new battery in the remote control.
No video signal on the display device.	Turn on the TV.
	Set the TV to the correct external input.
	Select the correct video resolution.
	Set TV System of TV correctly.
Incorrect or no audio / video signal on the amplifier/display device via HDMI cable.	If the unit is connected to the unauthorized display device with an HDMI cable, the audio/video signal may not be output.
	Ensure the amplifier/display devices setting match the Blu-ray Disc™ player.
No high-definition video signal on the TV.	Does the disc contain high-definition video? High-definition video is not available when the disc does not contain it.
	Does the TV support high-definition video? High-definition video is not available when the TV does not support it.
No audio signal from the loudspeakers of the audio system.	Turn on the audio system.
	Set the audio system to the correct external input.
	Increase the volume level of the audio system.
Cannot play back a disc.	Make sure that the Blu-ray Disc™ player supports the disc.
	Make sure that the Blu-ray Disc™ player supports the region code of the DVD or Blu-ray Disc™.
	For DVD+RW/+R or DVD-RW/-R, make sure that the disc is finalized.
	Clean the disc.
Cannot play back JPEG files from a disc.	Make sure that the disc was recorded in the JPEG/ISO format.
Cannot play DivX® files	Make sure that the file was recorded in the H.264 or MPEG-4 format.
Cannot play MP3 files from a disc.	Make sure that the disc was recorded in the ISO format.
	Make sure that the bit rate of the MP3 files is between 8 and 320 kbps.
	Make sure that the sample rate of the MP3 files is 32kHz, 44.1kHz or 48kHz.

Cannot find a JPEG file.	Make sure that the selected group (folder) does not contain more than 9,999 files for DVD and 999 files for CD.
	Make sure that the file extension is .jpg, .JPG, .jpeg or .JPEG.
Cannot find a MP3 file.	Make sure that the selected folder does not contain more than 9,999 files for DVD and 999 files for CD.
	Make sure that the file extension is .mp3 or .MP3.
Cannot upgrade SW.	When you upgrade the system with USB Flash device, you should make a new folder named UPG_ALL, and copy the upgrade file into this folder.
	When you upgrade the system by network, please make sure the player is connected to the internet when upgrading the SW.
Sometimes the options of setup menu cannot be selected.	When playing a DVD disc or Blu-ray Disc™, press STOP button once, the player will go into stop resume mode, meanwhile you cannot change some settings in setup menu such as language subitem menu, audio, subtitle etc. If you want to change that, press STOP button twice, the player will go into full stop mode, then you can do it.

9 Glossary

Aspect ratio

Aspect ratio refers to the length to height ratio of TV screens. The ratio of a standard TV is 4:3, while the ratio of a high definition or wide TV is 16:9. The letterbox allows you to enjoy a picture with a wider perspective on a standard 4:3 screen.

AVI

Audio Video Interleave, known by its acronym AVI, is a multimedia container format. AVI files can contain both audio and video data in a file container that allows synchronous audio-with-video playback.

Blu-ray Disc™

Blu-ray Disc™ is a next generation optical video disc capable of storing five times more data than a conventional DVD. The large capacity makes it possible to benefit from the features such as high-definition videos, multichannel surround sound, interactive menus and so on.

BONUSVIEW™

This is a Blu-ray Disc™-Video (Final Standard Profile or Profile 1.1) that supports interactive content encoded on the disc, such as picture-in-picture. This means you can play the primary video and secondary video simultaneously.

Digital Audio

Digital Audio is a sound signal that has been converted into numerical values. Digital sound can be transmitted through multiple channels. Analogue sound can only be transmitted through two channels.

DivX®

DivX® is a codec (compression/decompression) that can compress images to a very small amount of data.

DivX Certified® to play DivX® video up to HD 1080p, including premium content.

ABOUT DIVX VIDEO:

DivX® is a digital video format created by DivX, Inc. This is an official DivX Certified®

device that plays DivX video. Visit divx.com for more information and software tools to convert your files into DivX video.

ABOUT DIVX VIDEO-ON-DEMAND:

This DivX Certified® device must be registered in order to play purchased DivX Video-on-Demand (VOD) movies. To obtain your registration code, locate the DivX VOD section in your device setup menu. Go to vod.divx.com for more information on how to complete your registration.

Dolby® Digital

The system to compress digital sound developed by Dolby Laboratories. It offers you sound of stereo (2ch) or multichannel audio.

Dolby® Digital Plus

Dolby Digital Plus is the next generation digital audio compression technology developed as an extension to Dolby Digital. Blu-ray Disc™ supports 7.1 multi-channel surround sound output.

Dolby® TrueHD

Dolby TrueHD is a lossless coding technology developed for next generation optical discs. Blu-ray Disc™ supports 7.1 multi-channel surround sound output.

DTS®

DTS is a multi-channel surround sound system. By connecting to DTS decoder, you can enjoy movie dynamic and realistic sound like movie theater. DTS surround sound technologies were developed by DTS, Inc.

DTS-HD®

DTS-HD is a lossless coding technology developed as an extension of the original DTS Coherent Acoustics format. Blu-ray Disc™ supports 7.1 multi-channel surround sound output.

DTS-HD Master Audio™

A disc encoded with DTS-HD Master Audio delivers ALL of the information from the original master recording — bit-for-bit, it's identical to what the sound engineers laid down. Audio doesn't get any better than this.

HDCP

High-bandwidth Digital Content Protection. This is a specification that provides a secure transmission of digital contents between different devices (to prevent unauthorized copyright.)

HDMI®

High-Definition Multimedia Interface (HDMI) is a high-speed digital interface that can transmit uncompressed high definition video and digital multichannel audio. It delivers high quality picture and sound quality. HDMI is fully backward compatible with DVI. As required by the HDMI standard, connecting to HDMI or DVI products without HDCP (High bandwidth Digital Content Protection) will result in no Video or Audio output.

JPEG

A very common digital still picture format. A still-picture data compression system proposed by the Joint Photographic Expert Group, which features small decrease in image quality in spite of its high compression ratio. Files are recognized by their file extension '.jpg' or '.jpeg.'

LAN (Local Area Network)

A group of linked devices in a company, school or home. Indicates the boundaries of a particular network.

Local storage

This storage area is used as destination for storing additional contents from BD-Live™ enabled Blu-ray Disc™-Video.

MKV

The Matroska Multimedia Container is an open standard free container format, a file format that can hold an unlimited number of video, audio, picture or subtitle tracks inside a single file. It is intended to serve as a universal format for storing common multimedia content, like movies or TV shows.

MP3

A file format with a sound data compression system. MP3 is the abbreviation of Motion Picture Experts Group 1 (or MPEG-1) Audio Layer 3. With the MP3 format, one CD-R or CD-RW can contain about 10 times more data than a regular CD.

MP4

MP4 file format is a multimedia container format standard specified as a part of MPEG-4. It is most commonly used to store digital video and digital audio streams, especially those defined by MPEG (MPEG4, H264...) but can also be used to store other data such as subtitles and still images.

PBC

Playback Control. A system where you navigate through a Video CD/Super VCD with on-screen menus that are recorded onto the disc. You can enjoy interactive playback and search.

PCM

Pulse Code Modulation. A digital audio encoding system.

Region code

A system that allows discs to be played only in the region designated. This unit only plays discs that have compatible region codes. You can find the region code of your unit on the product label. Some discs are compatible with more than one region (or ALL regions).

License Information on the Software Used in This Product

This document is statement purpose only. Not concerned with operation of this product.

The software pre-installed in this product consists of multiple, independent software components. Each software component is copyrighted by a third party. This product uses software components that are distributed as freeware under a third-party end-user license agreement or copyright notice (hereinafter referred to as a "EULA"). Some EULAs require that the source code of the applicable component be disclosed as the condition for distributing the software component in executable format. You can check the software components subject to such EULA requirements on the following e-mail address:

E-mail address: linux@toshiba-dme.co.jp

TOSHIBA provides a warranty for this product you have purchased under conditions set forth by TOSHIBA. However, some of the software components distributed under an EULA are made available for use by the user on the assumption that they are not copyrighted or warranted by a third party. These software components are licensed to the user free of charge and therefore not covered by any warranty within the scope of the applicable laws. These software components are not subject to any copyrights or other third-party rights and are provided in "as is" condition without any warranty, whether express or implied. "Warranty" here includes, but not limited to, an implied warranty for marketability or fitness for specific uses. All risks associated with the quality or performance of these software components are assumed by the user. TOSHIBA shall not be liable whatsoever for any cost of repair or correction or other incidental expense incurred in connection with a defect found in any of these software components. Unless specified under the applicable laws or in a written agreement, a party who changes or redistributes the software with consent from the copyright holders or based on the aforementioned licenses shall not be held liable whatsoever for any loss arising from the use of or inability to use such software components. The same applies even when the copyright holders or relevant third parties have been informed of the possibility of such loss. "Loss" here includes normal, special, incidental and indirect loss (including, but not limited to, the loss of data or its accuracy; loss incurred by the user or any third party; and interface incompatibility with other software). Please read each EULA for details on the use conditions and items that must be observed regarding these software components.

The table below lists the software components pre-installed in this product, which are subject to EULAs. The user should read the applicable EULAs carefully before using these software components. The EULAs are exhibited in their original text (English) as exactly written by the respective parties.

Project name	Project license
Linux kernel	GPLv2
SquashFS	GPLv2
Busybox	GPLv2
Das U-boot	GPLv2
gcc libgcc	GPLv3.txt and gcc-exception.txt (GPLv3 with GCC Runtime Library Exception)
gcc libstdc++	GPLv3.txt and gcc-exception.txt (GPLv3 with GCC Runtime Library Exception)
glibc	LGPLv2.1
LIRC	GPLv2
International Components for Unicode	ICULicense.txt
OpenSSL	openssl.txt
zlib	zlib.txt
FreeType	FreeType.txt
Expat	expat.txt
libcurl	libcurl.txt
Independent JPEG group	libjpeg-7.txt
c-ares	c-arse.txt
mt-d-utils	GPLv2
libmp	LGPLv2.1
libusb	LGPLv2.1
libusb-compat	LGPLv2.1
Unicode Bidirectional Algorithm	Unicode_Bidirectional_Algorithm.txt
HarfBuzz	HarfBuzz.txt

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.,
51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software—to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights.

These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by

others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

GNU GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for non-commercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly

through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR

DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>

Copyright (C) <year> <name of author>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w`.

This is free software, and you are welcome to redistribute it under certain conditions; type `show c` for details.

The hypothetical commands `show w` and `show c` should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w` and `show c`; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program 'Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989

Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License.

LGPLv2.1

GNU LESSER GENERAL PUBLIC LICENSE

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.
51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others. Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users

of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library. We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances. For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License. In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system. Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library. The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

GNU LESSER GENERAL PUBLIC LICENSE

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you". A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included

without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library. Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.) These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it. Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library. In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead

of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices. Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy. This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License. However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables. When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law. If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.) Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things: a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files

in the Library will not necessarily be able to recompile the application to use the modified definitions.) b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with. c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution. d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place. e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy. For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited

to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances. It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice. This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR

AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS
Apply These Terms to Your New Libraries

How to

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License). To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>

Copyright (C) <year> <name of author>

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details. You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Also add information on how to contact you by electronic and paper mail. You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names: Yoyodyne, Inc., hereby disclaims all copyright interest in the library 'Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990 Ty Coon, President of Vice That's all there is to it!

ICU License - ICU 1.8.1 and later COPYRIGHT AND PERMISSION NOTICE

Copyright (c) 1995-2009 International Business Machines Corporation and others

All rights reserved.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, provided that the above copyright notice(s) and this permission notice appear in all copies of the Software and that both the above copyright notice(s) and this permission notice appear in supporting documentation.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR HOLDERS INCLUDED IN THIS NOTICE BE LIABLE FOR ANY CLAIM, OR ANY SPECIAL INDIRECT OR

CONSEQUENTIAL DAMAGES, OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization of the copyright holder.

All trademarks and registered trademarks mentioned herein are the property of their respective owners.

LICENSE ISSUES

LICENSE ISSUES
=====

The OpenSSL toolkit stays under a dual license, i.e. both the conditions of the OpenSSL License and the original SSLeay license apply to the toolkit.

See below for the actual license texts. Actually both licenses are BSD-style
Open Source licenses. In case of any license issues related to OpenSSL
please contact openssl-core@openssl.org.

OpenSSL License

/* =====
=====

* Copyright (c) 1998-2008 The OpenSSL Project. All rights reserved.

*
* Redistribution and use in source and binary forms, with or without

* modification, are permitted provided that the following conditions
* are met:

*
* 1. Redistributions of source code must retain the above copyright
* notice, this list of conditions and the following disclaimer.

*
* 2. Redistributions in binary form must reproduce the above copyright
* notice, this list of conditions and the following disclaimer

in
* the documentation and/or other materials provided with the
* distribution.

*
* 3. All advertising materials mentioning features or use of this

* software must display the following acknowledgment:
* "This product includes software developed by the OpenSSL Project

* for use in the OpenSSL Toolkit. (<http://www.openssl.org/>)"

*
* 4. The names "OpenSSL Toolkit" and "OpenSSL Project" must not be used to

* endorse or promote products derived from this software without

* prior written permission. For written permission, please contact

* openssl-core@openssl.org.

*
* 5. Products derived from this software may not be called "OpenSSL"

* nor may "OpenSSL" appear in their names without prior written

* permission of the OpenSSL Project.

*
* 6. Redistributions of any form whatsoever must retain the following

* acknowledgment:

* "This product includes software developed by the OpenSSL Project
* for use in the OpenSSL Toolkit (<http://www.openssl.org/>)"

*
* THIS SOFTWARE IS PROVIDED BY THE OpenSSL PROJECT

``AS IS'' AND ANY

* EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE

* IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR

* PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OpenSSL PROJECT OR

* ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

* SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT

* NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES;

* LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)

* HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT,

* STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)

* ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED

* OF THE POSSIBILITY OF SUCH DAMAGE.

* =====
=====

*
* This product includes cryptographic software written by Eric Young

Young
* (eyay@cryptsoft.com). This product includes software written by Tim

* Hudson (tjh@cryptsoft.com).

*
*/

Original SSLeay License

/* Copyright (C) 1995-1998 Eric Young (eyay@cryptsoft.com)
* All rights reserved.

*
* This package is an SSL implementation written

* by Eric Young (eyay@cryptsoft.com).

* The implementation was written so as to conform with Netscapes SSL.

*
* This library is free for commercial and non-commercial use as long as

* the following conditions are adhered to. The following conditions

* apply to all code found in this distribution, be it the RC4, RSA,

* Ihash, DES, etc., code; not just the SSL code. The SSL documentation

* included with this distribution is covered by the same copyright terms

* except that the holder is Tim Hudson (tjh@cryptsoft.com).

*
* Copyright remains Eric Young's, and as such any Copyright notices in

* the code are not to be removed.

* If this package is used in a product, Eric Young should be given attribution

* as the author of the parts of the library used.

* This can be in the form of a textual message at program startup or

* in documentation (online or textual) provided with the pack-

age.

- * Redistribution and use in source and binary forms, with or without
- * modification, are permitted provided that the following conditions are met:
- * 1. Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer.
- * 2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- * 3. All advertising materials mentioning features or use of this software
- * must display the following acknowledgement:
- * "This product includes cryptographic software written by Eric Young (eay@cryptsoft.com)"
- * The word 'cryptographic' can be left out if the routines from the library
- * being used are not cryptographic related :-).
- * 4. If you include any Windows specific code (or a derivative thereof) from
- * the apps directory (application code) you must include an acknowledgement:
- * "This product includes software written by Tim Hudson (tjh@cryptsoft.com)"
- * THIS SOFTWARE IS PROVIDED BY ERIC YOUNG ``AS IS'' AND
- * ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
- * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
- * ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE
- * FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL
- * DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS
- * OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)
- * HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT
- * LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY
- * OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
- * SUCH DAMAGE.
- * The licence and distribution terms for any publically available version or
- * derivative of this code cannot be changed. i.e. this code cannot simply be
- * copied and put under another distribution licence
- * [including the GNU Public Licence.]
- */

zlib

/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.3, July 18th, 2005

Copyright (C) 1995-2005 Jean-loup Gailly and Mark Adler

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any

purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

Jean-loup Gailly jloup@gzip.org
Mark Adler madler@alumni.caltech.edu

*/

The FreeType Project LICENSE 2006-Jan-27

Copyright 1996-2002, 2006 by David Turner, Robert Wilhelm, and Werner Lemberg

Introduction

=====

The FreeType Project is distributed in several archive packages; some of them may contain, in addition to the FreeType font engine, various tools and contributions which rely on, or relate to, the FreeType Project.

This license applies to all files found in such packages, and which do not fall under their own explicit license. The license affects thus the FreeType font engine, the test programs, documentation and makefiles, at the very least.

This license was inspired by the BSD, Artistic, and IJG (Independent JPEG Group) licenses, which all encourage inclusion and use of free software in commercial and freeware products alike. As a consequence, its main points are that:

We don't promise that this software works. However, we will be interested in any kind of bug reports. ('as is' distribution)

You can use this software for whatever you want, in parts or full form, without having to pay us. ('royalty-free' usage)

You may not pretend that you wrote this software. If you use it, or only parts of it, in a program, you must acknowledge somewhere in your documentation that you have used the FreeType code. ('credits')

We specifically permit and encourage the inclusion of this software, with or without modifications, in commercial products. We disclaim all warranties covering The FreeType Project and assume no liability related to The FreeType Project.

Finally, many people asked us for a preferred form for a credit/disclaimer to use in compliance with this license. We thus encourage you to use the following text:

Portions of this software are copyright © <year> The FreeType Project (www.freetype.org). All rights reserved.

Please replace <year> with the value from the FreeType version you actually use.

Legal Terms

=====

0. Definitions

Throughout this license, the terms 'package', 'FreeType Project', and 'FreeType archive' refer to the set of files originally distributed by the authors (David Turner, Robert Wilhelm, and Werner Lemberg) as the 'FreeType Project', be they named as alpha, beta or final release.

'You' refers to the licensee, or person using the project, where 'using' is a generic term including compiling the project's source code as well as linking it to form a 'program' or 'executable'.

This program is referred to as 'a program using the FreeType engine'.

This license applies to all files distributed in the original FreeType Project, including all source code, binaries and documentation, unless otherwise stated in the file in its original, unmodified form as distributed in the original archive.

If you are unsure whether or not a particular file is covered by this license, you must contact us to verify this.

The FreeType Project is copyright (C) 1996-2000 by David Turner, Robert Wilhelm, and Werner Lemberg. All rights reserved except as specified below.

1. No Warranty

THE FREETYPE PROJECT IS PROVIDED 'AS IS' WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT WILL ANY OF THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY DAMAGES CAUSED BY THE USE OR THE INABILITY TO USE, OF THE FREETYPE PROJECT.

2. Redistribution

This license grants a worldwide, royalty-free, perpetual and irrevocable right and license to use, execute, perform, compile, display, copy, create derivative works of, distribute and sublicense the FreeType Project (in both source and object code forms) and derivative works thereof for any purpose; and to authorize others to exercise some or all of the rights granted herein, subject to the following conditions:

Redistribution of source code must retain this license file ('FTL.TXT') unaltered; any additions, deletions or changes to the original files must be clearly indicated in accompanying documentation. The copyright notices of the unaltered, original files must be preserved in all copies of source files.

Redistribution in binary form must provide a disclaimer that states that the software is based in part of the work of the FreeType Team, in the distribution documentation. We also encourage you to put an URL to the FreeType web page in your documentation, though this isn't mandatory.

These conditions apply to any software derived from or based on the FreeType Project, not just the unmodified files. If you use our work, you must acknowledge us. However, no fee need be paid to us.

3. Advertising

Neither the FreeType authors and contributors nor you shall use the name of the other for commercial, advertising, or promotional purposes without specific prior written permission.

We suggest, but do not require, that you use one or

more of the following phrases to refer to this software in your documentation or advertising materials: 'FreeType Project', 'FreeType Engine', 'FreeType library', or 'FreeType Distribution'.

As you have not signed this license, you are not required to accept it. However, as the FreeType Project is copyrighted material, only this license, or another one contracted with the authors, grants you the right to use, distribute, and modify it.

Therefore, by using, distributing, or modifying the FreeType Project, you indicate that you understand and accept all the terms of this license.

4. Contacts

There are two mailing lists related to FreeType:

freetype@nongnu.org

Discusses general use and applications of FreeType, as well as future and wanted additions to the library and distribution.

If you are looking for support, start in this list if you haven't found anything to help you in the documentation.

freetype-devel@nongnu.org

Discusses bugs, as well as engine internals, design issues, specific licenses, porting, etc.

Our home page can be found at

<http://www.freetype.org>

Expat

Copyright (c) 1998, 1999, 2000 Thai Open Source Software Center Ltd and Clark Cooper
Copyright (c) 2001, 2002, 2003, 2004, 2005, 2006 Expat maintainers.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the Software), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.

IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Curl

COPYRIGHT AND PERMISSION NOTICE

Copyright (c) 1996 - 2008, Daniel Stenberg, <daniel@haxx.se>.

All rights reserved.

Permission to use, copy, modify, and distribute this software for any purpose with or without fee is hereby granted, provided that the above copyright notice and this permission notice appear in all copies.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in this software without prior written authorization of the copyright holder.

IJG

1. We don't promise that this software works. (But if you find any bugs, please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-1998, Thomas G. Lane.
All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:

- (1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.
- (2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".
- (3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software

as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

ansi2knr.c is included in this distribution by permission of L. Peter Deutsch, sole proprietor of its copyright holder, Aladdin Enterprises of Menlo Park, CA. ansi2knr.c is NOT covered by the above copyright and conditions, but instead by the usual distribution terms of the Free Software Foundation; principally, that you must include source code if you redistribute it. (See the file ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part of any program generated from the IJG code, this does not limit you more than the foregoing paragraphs do.

The Unix configuration script "configure" was produced with GNU Autoconf.

It is copyrighted by the Free Software Foundation but is freely distributable.

The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright

by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software.

(Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.)

So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files.

To avoid entanglement with the Unisys LZW patent, GIF reading support has

been removed altogether, and the GIF writer has been simplified to produce uncompressed GIFs. This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

We are required to state that "The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated."

CharisSIL OFL

SIL OPEN FONT LICENSE Version 1.1 - 26 February 2007

PREAMBLE

The goals of the Open Font License (OFL) are to stimulate worldwide development of collaborative font projects, to support the font creation efforts of academic and linguistic communities, and to provide a free and open framework in which fonts may be shared and improved in partnership with others.

The OFL allows the licensed fonts to be used, studied, modified and redistributed freely as long as they are not sold by themselves. The fonts, including any derivative works, can be bundled, embedded, redistributed and/or sold with any software provided that any reserved names are not used by derivative works. The fonts and derivatives, however, cannot be released under any other type of license. The requirement for fonts to remain under this license does not apply to any document created using the fonts or their derivatives.

DEFINITIONS

Font Software refers to the set of files released by the Copyright

Holder(s) under this license and clearly marked as such. This may include source files, build scripts and documentation.

Reserved Font Name refers to any names specified as such after the copyright statement(s).

Original Version refers to the collection of Font Software components as distributed by the Copyright Holder(s).

Modified Version refers to any derivative made by adding to, deleting, or substituting -- in part or in whole -- any of the components of the Original Version, by changing formats or by porting the Font Software to a new environment.

Author refers to any designer, engineer, programmer, technical writer or other person who contributed to the Font Software.

PERMISSION & CONDITIONS

Permission is hereby granted, free of charge, to any person obtaining a copy of the Font Software, to use, study, copy, merge, embed, modify, redistribute, and sell modified and unmodified copies of the Font Software, subject to the following conditions:

- 1) Neither the Font Software nor any of its individual components, in Original or Modified Versions, may be sold by itself.
- 2) Original or Modified Versions of the Font Software may be bundled, redistributed and/or sold with any software, provided that each copy contains the above copyright notice and this license. These can be included either as stand-alone text files, human-readable headers or in the appropriate machine-readable metadata fields within text or binary files as long as those fields can be easily viewed by the user.
- 3) No Modified Version of the Font Software may use the Reserved Font Name(s) unless explicit written permission is granted by the corresponding Copyright Holder. This restriction only applies to the primary font name as presented to the users.
- 4) The name(s) of the Copyright Holder(s) or the Author(s) of the Font Software shall not be used to promote, endorse or advertise any Modified Version, except to acknowledge the contribution(s) of the Copyright Holder(s) and the Author(s) or with their explicit written permission.
- 5) The Font Software, modified or unmodified, in part or in whole, must be distributed entirely under this license, and must not be distributed under any other license. The requirement for fonts to remain under this license does not apply to any document created using the Font Software.

TERMINATION

This license becomes null and void if any of the above conditions are not met.

DISCLAIMER

THE FONT SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF COPYRIGHT, PATENT, TRADEMARK, OR OTHER RIGHT. IN NO EVENT SHALL THE COPYRIGHT HOLDER BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, INCLUDING ANY GENERAL, SPECIAL, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF THE USE OR INABILITY TO USE THE FONT SOFTWARE OR FROM OTHER DEALINGS IN THE FONT SOFTWARE.

c-ares

Copyright 1998 by the Massachusetts Institute of Technology.

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that

the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation, and that the name of M.I.T. not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission.

M.I.T. makes no representations about the suitability of this software for any purpose. It is provided "as is" without express or implied warranty.

gcc-exception

GCC RUNTIME LIBRARY EXCEPTION Version 3.1, 31 March 2009 Copyright (C) 2009 Free Software Foundation, Inc. <<http://fsf.org/>> Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed. This GCC Runtime Library Exception ("Exception") is an additional permission under section 7 of the GNU General Public License, version 3 ("GPLv3"). It applies to a given file (the "Runtime Library") that bears a notice placed by the copyright holder of the file stating that the file is governed by GPLv3 along with this Exception.

When you use GCC to compile a program, GCC may combine portions of certain GCC header files and runtime libraries with the compiled program. The purpose of this Exception is to allow compilation of non-GPL (including proprietary) programs to use, in this way, the header files and runtime libraries covered by this Exception. 0. Definitions. A file is an "Independent Module" if it either requires the Runtime Library for execution after a Compilation Process, or makes use of an interface provided by the Runtime Library, but is not otherwise based on the Runtime Library. "GCC" means a version of the GNU Compiler Collection, with or without modifications, governed by version 3 (or a specified later version) of the GNU General Public License (GPL) with the option of using any subsequent versions published by the FSF. "GPL-compatible Software" is software whose conditions of propagation, modification and use would permit combination with GCC in accord with the license of GCC. "Target Code" refers to output from any compiler for a real or virtual target processor architecture, in executable form or suitable for input to an assembler, loader, linker and/or execution phase. Notwithstanding that, Target Code does not include data in any format that is used as a compiler intermediate representation, or used for producing a compiler intermediate representation. The "Compilation Process" transforms code entirely represented in non-intermediate languages designed for human-written code, and/or in Java Virtual Machine byte code, into Target Code. Thus, for example, use of source code generators and preprocessors need not be considered part of the Compilation Process, since the Compilation Process can be understood as starting with the output of the generators or preprocessors. A Compilation Process is "Eligible" if it is done using GCC, alone or with other GPL-compatible software, or if it is done without using any work based on GCC. For example, using non-GPL-compatible Software to optimize any GCC intermediate representations would not qualify as an Eligible Compilation Process.

1. Grant of Additional Permission. You have permission to propagate a work of Target Code formed by combining the Runtime Library with Independent Modules, even if such propagation would otherwise violate the terms of GPLv3, provided that all Target Code was generated by Eligible Compilation Processes. You may then convey such a combination under terms of your choice, consistent with the licensing of the Independent Modules.

2. No Weakening of GCC Copyleft.

The availability of this Exception does not imply any general presumption that third-party software is unaffected by the copyleft requirements of the license of GCC.

GPLv2**GNU GENERAL PUBLIC LICENSE**

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.,
51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software—to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights.

These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

GNU GENERAL PUBLIC LICENSE**TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION**

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-

readable source code, which must be distributed under the terms of Sections

1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the

Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR

AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>

Copyright (C) <year> <name of author>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc.,

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.

This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items—whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program 'Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989

Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a sub-routine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License.

GPLv3

GNU GENERAL PUBLIC LICENSE Version 3, 29 June 2007
Copyright (C) 2007 Free Software Foundation, Inc. <<http://fsf.org/>> Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble The GNU General Public License is a free, copyleft license for software and other kinds of works. The licenses for most software and other practical works are designed to take away your freedom to share and change the works. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change all versions of a program—to make sure it remains free software for all its users. We, the Free Software Foundation, use the GNU General Public License for most of our software; it applies also to any other work released this way by its authors. You can apply it to your programs, too. When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for them if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs, and that you know you can do these things. To protect your rights, we need to prevent others from denying you these rights or asking you to surrender the rights. Therefore, you have certain responsibilities if you distribute copies of the software, or if you modify it: responsibilities to respect the freedom of others. For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights. Developers that use the GNU GPL protect your rights with two steps: (1) assert copyright on the software, and (2) offer you this License giving you legal permission to copy, distribute and/or modify it. For the developers' and authors' protection, the GPL clearly explains that there is no warranty for this free software. For both users' and authors' sake, the GPL requires that modified versions be marked as changed, so that their problems will not be attributed erroneously to authors of previous versions. Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users. Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free. The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions. "This License" refers to version 3 of the GNU General Public License. "Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks. "The Program" refers to any copyrightable work licensed under this License. Each licensee is

addressed as "you". "Licensees" and "recipients" may be individuals or organizations. To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work. A "covered work" means either the unmodified Program or a work based on the Program. To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well. To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying. An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion. 1. Source Code. The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work. A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language. The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it. The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work. The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source. The Corresponding Source for a work in source code form is that same work. 2. Basic Permissions. All rights granted under this License are granted for the term of copyright on the Program, and are irrevocable provided the stated conditions are met. This License explicitly affirms your unlimited permission to run the unmodified Program. The output from running a covered work is covered by this License only if the output, given its content, constitutes a covered work. This License acknowledges your rights of fair use or other equivalent, as provided by copyright law. You may make, run and propagate covered works that you do not convey, without conditions so long as your license otherwise remains in force. You may convey covered works to others for the sole purpose of having them make modifications exclusively for you, or provide you with facilities for running those works, provided

that you comply with the terms of this License in conveying all material for which you do not control copyright. Those thus making or running the covered works for you must do so exclusively on your behalf, under your direction and control, on terms that prohibit them from making any copies of your copyrighted material outside their relationship with you. Conveying under any other circumstances is permitted solely under the conditions stated below. Sublicensing is not allowed; section 10 makes it unnecessary.

3. Protecting Users' Legal Rights From Anti-Circumvention Law. No covered work shall be deemed part of an effective technological measure under any applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, or similar laws prohibiting or restricting circumvention of such measures. When you convey a covered work, you waive any legal power to forbid circumvention of technological measures to the extent such circumvention is effected by exercising rights under this License with respect to the covered work, and you disclaim any intention to limit operation or modification of the work as a means of enforcing, against the work's users, your or third parties' legal rights to forbid circumvention of technological measures. 4. Conveying Verbatim Copies. You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice; keep intact all notices stating that this License and any non-permissive terms added in accord with section 7 apply to the code; keep intact all notices of the absence of any warranty; and give all recipients a copy of this License along with the Program. You may charge any price or no price for each copy that you convey, and you may offer support or warranty protection for a fee. 5. Conveying Modified Source Versions. You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions: a) The work must carry prominent notices stating that you modified it, and giving a relevant date.

b) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices". c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it. d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so. A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate. 6. Conveying Non-Source Forms. You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways: a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange. b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer

support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work. A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product. "Installation Information" for a User Product means any methods, procedures, authorization keys, or other information required to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made. If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (regardless of how the transaction is characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does not apply if neither you nor any third party retains the ability to install modified object code on the User Product (for example, the work has been installed in ROM). The requirement to provide Installation Information does not include a requirement to continue to provide support service, warranty, or updates for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network. Corresponding Source conveyed, and Installation Information

provided, in accord with this section must be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying.

7. Additional Terms. "Additional permissions" are terms that supplement the terms of this License by making exceptions from one or more of its conditions. Additional permissions that are applicable to the entire Program shall be treated as though they were included in this License, to the extent that they are valid under applicable law. If additional permissions apply only to part of the Program, that part may be used separately under those permissions, but the entire Program remains governed by this License without regard to the additional permissions. When you convey a copy of a covered work, you may at your option remove any additional permissions from that copy, or from any part of it. (Additional permissions may be written to require their own removal in certain cases when you modify the work.) You may place additional permissions on material, added by you to a covered work, for which you have or can give appropriate copyright permission. Notwithstanding any other provision of this License, for material you add to a covered work, you may (if authorized by the copyright holders of that material) supplement the terms of this License with terms:

- a) Disclaiming warranty or limiting liability differently from the terms of sections 15 and 16 of this License; or
- b) Requiring preservation of specified reasonable legal notices or author attributions in that material or in the Appropriate Legal Notices displayed by works containing it; or
- c) Prohibiting misrepresentation of the origin of that material, or requiring that modified versions of such material be marked in reasonable ways as different from the original version; or
- d) Limiting the use for publicity purposes of names of licensors or authors of the material; or
- e) Declining to grant rights under trademark law for use of some trade names, trademarks, or service marks; or
- f) Requiring indemnification of licensors and authors of that material by anyone who conveys the material (or modified versions of it) with contractual assumptions of liability to the recipient, for any liability that these contractual assumptions directly impose on those licensors and authors.

All other non-permissive additional terms are considered "further restrictions" within the meaning of section 10. If the Program as you received it, or any part of it, contains a notice stating that it is governed by this License along with a term that is a further restriction, you may remove that term. If a license document contains a further restriction but permits relicensing or conveying under this License, you may add to a covered work material governed by the terms of that license document, provided that the further restriction does not survive such relicensing or conveying. If you add terms to a covered work in accord with this section, you must place, in the relevant source files, a statement of the additional terms that apply to those files, or a notice indicating where to find the applicable terms. Additional terms, permissive or non-permissive, may be stated in the form of a separately written license, or stated as exceptions; the above requirements apply either way.

8. Termination. You may not propagate or modify a covered work except as expressly provided under this License. Any attempt otherwise to propagate or modify it is void, and will automatically terminate your rights under this License (including any patent licenses granted under the third paragraph of section 11). However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation. Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your

receipt of the notice. Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, you do not qualify to receive new licenses for the same material under section 10.

9. Acceptance Not Required for Having Copies. You are not required to accept this License in order to receive or run a copy of the Program. Ancillary propagation of a covered work occurring solely as a consequence of using peer-to-peer transmission to receive a copy likewise does not require acceptance. However, nothing other than this License grants you permission to propagate or modify any covered work. These actions infringe copyright if you do not accept this License. Therefore, by modifying or propagating a covered work, you indicate your acceptance of this License to do so.

10. Automatic Licensing of Downstream Recipients. Each time you convey a covered work, the recipient automatically receives a license from the original licensors, to run, modify and propagate that work, subject to this License. You are not responsible for enforcing compliance by third parties with this License. An "entity transaction" is a transaction transferring control of an organization, or substantially all assets of one, or subdividing an organization, or merging organizations. If propagation of a covered work results from an entity transaction, each party to that transaction who receives a copy of the work also receives whatever licenses to the work the party's predecessor in interest had or could give under the previous paragraph, plus a right to possession of the Corresponding Source of the work from the predecessor in interest, if the predecessor has it or can get it with reasonable efforts. You may not impose any further restrictions on the exercise of the rights granted or affirmed under this License. For example, you may not impose a license fee, royalty, or other charge for exercise of rights granted under this License, and you may not initiate litigation (including a cross-claim or counterclaim in a lawsuit) alleging that any patent claim is infringed by making, using, selling, offering for sale, or importing the Program or any portion of it.

11. Patents. A "contributor" is a copyright holder who authorizes use under this License of the Program or a work on which the Program is based. The work thus licensed is called the contributor's "contributor version". A contributor's "essential patent claims" are all patent claims owned or controlled by the contributor, whether already acquired or hereafter acquired, that would be infringed by some manner, permitted by this License, of making, using, or selling its contributor version, but do not include claims that would be infringed only as a consequence of further modification of the contributor version. For purposes of this definition, "control" includes the right to grant patent sublicenses in a manner consistent with the requirements of this License. Each contributor grants you a non-exclusive, worldwide, royalty-free patent license under the contributor's essential patent claims, to make, use, sell, offer for sale, import and otherwise run, modify and propagate the contents of its contributor version. In the following three paragraphs, a "patent license" is any express agreement or commitment, however denominated, not to enforce a patent (such as an express permission to practice a patent or covenant not to sue for patent infringement). To "grant" such a patent license to a party means to make such an agreement or commitment not to enforce a patent against the party. If you convey a covered work, knowingly relying on a patent license, and the Corresponding Source of the work is not available for anyone to copy, free of charge and under the terms of this License, through a publicly available network server or other readily accessible means, then you must either (1) cause the Corresponding Source to be so available, or (2) arrange to deprive yourself of the benefit of the patent license for this particular work, or (3) arrange, in a manner consistent with the requirements of this License, to extend the patent license to downstream recipients. "Knowingly relying" means you have actual knowledge that, but for the patent license, your conveying the covered work in a country, or your recipient's

use of the covered work in a country, would infringe one or more identifiable patents in that country that you have reason to believe are valid. If, pursuant to or in connection with a single transaction or arrangement, you convey, or propagate by procuring conveyance of, a covered work, and grant a patent license to some of the parties receiving the covered work authorizing them to use, propagate, modify or convey a specific copy of the covered work, then the patent license you grant is automatically extended to all recipients of the covered work and works based on it. A patent license is "discriminatory" if it does not include within the scope of its coverage, prohibits the exercise of, or is conditioned on the non-exercise of one or more of the rights that are specifically granted under this License. You may not convey a covered work if you are a party to an arrangement with a third party that is in the business of distributing software, under which you make payment to the third party based on the extent of your activity of conveying the work, and under which the third party grants, to any of the parties who would receive the covered work from you, a discriminatory patent license (a) in connection with copies of the covered work conveyed by you (or copies made from those copies), or (b) primarily for and in connection with specific products or compilations that contain the covered work, unless you entered into that arrangement, or that patent license was granted, prior to 28 March 2007. Nothing in this License shall be construed as excluding or limiting any implied license or other defenses to infringement that may otherwise be available to you under applicable patent law.

12. No Surrender of Others' Freedom. If conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot convey a covered work so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not convey it at all. For example, if you agree to terms that obligate you to collect a royalty for further conveying from those to whom you convey the Program, the only way you could satisfy both those terms and this License would be to refrain entirely from conveying the Program.

13. Use with the GNU Affero General Public License. Notwithstanding any other provision of this License, you have permission to link or combine any covered work with a work licensed under version 3 of the GNU Affero General Public License into a single combined work, and to convey the resulting work. The terms of this License will continue to apply to the part which is the covered work, but the special requirements of the GNU Affero General Public License, section 13, concerning interaction through a network will apply to the combination as such.

14. Revised Versions of this License. The Free Software Foundation may publish revised and/or new versions of the GNU General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. Each version is given a distinguishing version number. If the Program specifies that a certain numbered version of the GNU General Public License "or any later version" applies to it, you have the option of following the terms and conditions either of that numbered version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of the GNU General Public License, you may choose any version ever published by the Free Software Foundation. If the Program specifies that a proxy can decide which future versions of the GNU General Public License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Program. Later license versions may give you additional or different permissions. However, no additional obligations are imposed on any author or copyright holder as a result of your choosing to follow a later version.

15. Disclaimer of Warranty. THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT

WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. 16. Limitation of Liability. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MODIFIES AND/OR CONVEYS THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. 17. Interpretation of Sections 15 and 16. If the disclaimer of warranty and limitation of liability provided above cannot be given local legal effect according to their terms, reviewing courts shall apply local law that most closely approximates an absolute waiver of all civil liability in connection with the Program, unless a warranty or assumption of liability accompanies a copy of the Program in return for a fee. END OF TERMS AND CONDITIONS How to Apply These Terms to Your New Programs If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms. To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively state the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found. <one line to give the program's name and a brief idea of what it does.> Copyright (C) <year> <name of author> This program is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version. This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details. You should have received a copy of the GNU General Public License along with this program. If not, see <<http://www.gnu.org/licenses/>>. Also add information on how to contact you by electronic and paper mail. If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode: <program> Copyright (C) <year> <name of author> This program comes with ABSOLUTELY NO WARRANTY; for details type `show w'. This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details. The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, your program's commands might be different; for a GUI interface, you would use an "about box". You should also get your employer (if you work as a programmer) or school, if any, to sign a "copyright disclaimer" for the program, if necessary. For more information on this, and how to apply and follow the GNU GPL, see <<http://www.gnu.org/licenses/>>. The GNU General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License. But first, please read <<http://www.gnu.org/philosophy/why-not-lgpl.html>>.

HarfBuzz was previously licensed under different licenses. This was changed in January 2008. If you need to relicense your old copies, consult the announcement of the license change on the internet. Other than that, each copy of HarfBuzz is licensed under the COPYING file included with it. The actual license follows:

Permission is hereby granted, without written agreement and without license or royalty fees, to use, copy, modify, and distribute this software and its documentation for any purpose, provided that the above copyright notice and the following two paragraphs appear in all copies of this software.

IN NO EVENT SHALL THE COPYRIGHT HOLDER BE LIABLE TO ANY PARTY FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OF THIS SOFTWARE AND ITS DOCUMENTATION, EVEN IF THE COPYRIGHT HOLDER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

THE COPYRIGHT HOLDER SPECIFICALLY DISCLAIMS ANY WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE SOFTWARE PROVIDED HEREUNDER IS ON AN "AS IS" BASIS, AND THE COPYRIGHT HOLDER HAS NO OBLIGATION TO PROVIDE MAINTENANCE, SUPPORT, UPDATES, ENHANCEMENTS, OR MODIFICATIONS.

LGPLv2.1

GNU LESSER GENERAL PUBLIC LICENSE

Version 2.1, February 1999 Copyright (C) 1991, 1999 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed. [This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.] Preamble The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below. When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things. To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it. For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights. We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library. To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is

not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others. Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license. Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs. When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library. We call this license the "Lesser" General Public License because it does less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License. In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system. Although the Lesser General Public License is less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run. **GNU LESSER GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION** 0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you". A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables. The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".) "Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for

all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library. Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library. You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee. 2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions: a) The modified work must itself be a software library. b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change. c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License. d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful. (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.) These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it. Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library. In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License. 3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices. Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy. This option is useful when you wish to copy part of the code of the Library into a program that is not a library. 4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code,

which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange. If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code. 5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License. However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables. When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law. If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.) Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself. 6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications. You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library.

(It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library.A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution. d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place. e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy For an executable,

the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable. It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute. 7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things: a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above. b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance. 9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it. 10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License. 11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library. If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances. It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice. This section is intended to make thoroughly clear what is believed

to be a consequence of the rest of this License. 12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License. 13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation. 14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY 15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. 16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. END

OF TERMS AND CONDITIONS How to Apply These Terms to Your New Libraries If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License). To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found. <one line to give the library's name and a brief idea of what it does.> Copyright (C) <year> <name of author>

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version. This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details. You should have received a copy of the GNU Lesser

General Public License along with this library; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Also add information on how to contact you by electronic and paper mail. You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names: Yoyodyne, Inc., hereby disclaims all copyright interest in the library 'Frob' (a library for tweaking knobs) written by James Random Hacker. <signature of Ty Coon>, 1 April 1990 Ty Coon, President of Vice That's all there is to it!

libcurl

COPYRIGHT AND PERMISSION NOTICE Copyright (c) 1996 - 2009, Daniel Stenberg, <daniel@haxx.se>. All rights reserved. Permission to use, copy, modify, and distribute this software for any purpose with or without fee is hereby granted, provided that the above copyright notice and this permission notice appear in all copies. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE. Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization of the copyright holder.

libjpeg-7.txt

LEGAL ISSUES

=====

In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy. This software is copyright (C) 1991-2009, Thomas G. Lane, Guido Vollbeding. All Rights Reserved except as specified below. Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:

- (1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.
- (2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".
- (3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us. Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software". We specifically permit and encourage the use of this software as the basis of commercial

products, provided that all warranty or liability claims are assumed by the product vendor. ansi2knr.c is included in this distribution by permission of L. Peter Deutsch, sole proprietor of its copyright holder, Aladdin Enterprises of Menlo Park, CA.

ansi2knr.c is NOT covered by the above copyright and conditions, but instead by the usual distribution terms of the Free Software Foundation; principally, that you must include source code if you redistribute it. (See the file ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part

of any program generated from the IJG code, this does not limit you more than the foregoing paragraphs do. The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltmain.sh). Another support script, install-sh, is copyright by X Consortium but is also freely distributable. The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce

"uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

We are required to state that

"The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated."

```
<html>
<head>
<title> Runtime Error</title>
<style>
body {font-family: "Verdana";font-weight:normal;
font-size: .7em;color:black;}
p {font-family: "Verdana";font weight:normal;color:black;
margin-top: -5px}
b {font-family: "Verdana";font-weight:bold;color:black;margin-top:
-5px}
H1 {font-family: "Verdana";font-weight:normal;
font-size: 18pt;color:red }
H2 {font-family: "Verdana";font-weight:normal;
font-size: 14pt;color:maroon }
pre {font-family: "Lucida Console";font-size: .9em}.
marker {font-weight:bold; color:black;text-decoration: none;}.
version {color: gray;}.
error {margin-bottom: 10px;}.
expandable {text-decoration:underline; font-weight:
bold; color:navy; cursor:hand; }
</style>
</head>
<body bgcolor="white">
<span><H1>Server Error in '/' Application.<hr width=100% size=1
color=silver></H1>
<h2> <i>Runtime Error</i></h2></span>
<font face="Arial, Helvetica, Geneva, SunSans-Regular, sans-serif">

```

 Description: An application error occurred on the server. The current custom error settings for this application prevent the details of the application error from being viewed remotely (for security reasons). It could, however, be viewed by browsers running on the local server machine.

Details: To enable the details of this specific error message to be viewable on remote machines, please create a <customErrors> tag within a <web.config> configuration file located in the root directory of the current web application. This <customErrors> tag should then have its "mode" attribute set to "Off".

<table width=100% bgcolor="#ffcc">

```
<tr>
<td>
<code><pre>
&lt;!-- Web.Config Configuration File --&gt;
&lt;configuration&gt;
&lt;system.web&gt;
&lt;customErrors mode="Off&quot;/&gt;
&lt;/system.web&gt;
&lt;/configuration&gt;</pre></code>
</td>
</tr>
</table>
<br>
<b>Notes:</b> The current error page you are seeing
```

can be replaced by a custom error page by modifying the "defaultRedirect" attribute of the application's <customErrors> configuration tag to point to a custom error page URL.

<table width=100% bgcolor="#ffcc">

```
<tr>
<td>
<code><pre>
&lt;!-- Web.Config Configuration File --&gt;
&lt;configuration&gt;
&lt;system.web&gt;
&lt;customErrors mode="RemoteOnly&quot; defaultRedirect=
&quot;mycustompage.htm&quot;/&gt;
&lt;/system.web&gt;
&lt;/configuration&gt;</pre></code>
</td>
</tr>
</table>
```

Unicode Bidirectional Algorithm

"UNICODE, INC. LICENSE AGREEMENT - DATA FILES AND SOFTWARE

Unicode Data Files include all data files under the directories <http://www.unicode.org/Public/>, <http://www.unicode.org/reports/>, and <http://www.unicode.org/cldr/data/>. Unicode Software includes any source code published in the Unicode Standard or under the directories <http://www.unicode.org/Public/>, <http://www.unicode.org/reports/>, and <http://www.unicode.org/cldr/data/>.

NOTICE TO USER: Carefully read the following legal agreement. BY DOWNLOADING, INSTALLING, COPYING OR OTHERWISE USING UNICODE INC.'S DATA FILES ("DATA FILES"), AND/OR SOFTWARE ("SOFTWARE"), YOU UNEQUIVOCALLY ACCEPT, AND AGREE TO BE BOUND BY, ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT. IF YOU DO NOT AGREE, DO NOT DOWNLOAD, INSTALL, COPY, DISTRIBUTE OR USE THE DATA FILES OR SOFTWARE.

COPYRIGHT AND PERMISSION NOTICE

Copyright © 1991-2009 Unicode, Inc. All rights reserved. Distributed under the Terms of Use in <http://www.unicode.org/copyright.html>.

Permission is hereby granted, free of charge, to any person obtaining a copy of the Unicode data files and any associated documentation (the "Data Files") or Unicode software and any associated documentation (the "Software") to deal in the Data Files or Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, and/or sell copies of the Data Files or Software, and to permit persons to whom the Data Files or Software are furnished to do so, provided that (a) the above copyright notice(s) and this permission notice appear with all copies of the Data Files or Software, (b) both the above copyright notice(s) and this permission notice appear in associated documentation, and (c) there is clear notice in each modified Data File or in the Software as well as in the documentation associated with the Data File(s) or Software that the data or software has been modified.

THE DATA FILES AND SOFTWARE ARE PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR HOLDERS INCLUDED IN THIS NOTICE BE LIABLE FOR ANY CLAIM, OR ANY SPECIAL INDIRECT OR CONSEQUENTIAL DAMAGES, OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THE DATA FILES OR SOFTWARE.

Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in these Data Files or Software without prior written authorization of the copyright holder."



TOSHIBA



Blu-ray Disc™-Player



BDX1250KE

Bedienungsanleitung



Inhalt

1 Wichtig	3-4
Sicherheit und wichtige Hinweise	3
Entsorgung des alten Produkts und der Batterien	3-4
2 Produktüberblick	5-7
Regionalcodes	5
Produktüberblick	6
Fernbedienung	7
3 Anschlüsse	8-9
Anschluss an ein TV-Gerät	8
Optionaler Anschluss	8
Anschluss eines USB-Datenspeichers	9
Netzanschluss	9
4 Vorbereitung	10
Vorbereitung der Fernbedienung	10
Einrichtung des Players	10
5 Wiedergabe	11-13
Wiedergabe-Funktionen	11-13
6 Individuelle Anpassung	14-20
Allgemeine Einstellungen	14-18
Anzeige-Einstellungen	18-19
Audio-Einstellungen	20
System-Informationen	20
7 Technische Daten	21
8 Fehlerbeseitigung	22-23
9 Glossar	24-25

1 Wichtig

Sicherheit und wichtige Hinweise

Warnung:

- Überhitzungsgefahr! Stellen Sie das Produkt niemals in einem beengten Raum auf. Für die Belüftung sollte immer mindestens 10 cm Freiraum auf allen Seiten bestehen. Stellen Sie sicher, dass niemals Gardinen oder andere Objekte die Belüftungsschlitze des Produkts abdecken.
- Bringen Sie das Produkt, die Fernsteuerung oder Batterien niemals in die Nähe von offenem Feuer oder anderen Wärmequellen, einschließlich direktem Sonnenlicht.
- Verwenden Sie dieses Produkt nur in Innenräumen. Halten Sie dieses Produkt von Wasser, Feuchtigkeit und flüssigkeitsgefüllten Gegenständen fern.
- Stellen Sie dieses Produkt niemals auf andere Elektrogeräte.
- Halten Sie während Gewittern Abstand vom Gerät.
- Wenn der Netzstecker oder eine Gerätekupplung als Netztrenngerät verwendet wird, muss dieses Netztrenngerät immer leicht zugänglich sein.

LASER

VORSICHT:

WENN ANDERE ALS DIE HIERIN ANGEgebenEN BEDIENTUNGS- UND VERFAHRENSWEISEN AUSGEFÜHRT WERDEN, KANN DIES ZU GEFÄHRLICHER STRAHLUNGSEXPOSITION FÜHREN.

VORSICHT:

SICHTBARE UND UNSICHTBARE LASERSTRAHLUNG BEI ÖFFNUNG UND BESCHÄDIGTEN VERRIEGELUNGEN. NICHT IN DEN STRAHL SEHEN.

ORT:

INNEN, IN DER NÄHE DER LAUFWERKMECHANIK.

CLASS 1
LASER PRODUCT

Hinweis zur Einhaltung der EU-Richtlinien



Dieses Produkt ist mit der „CE“-Kennzeichnung markiert und entspricht den zutreffenden harmonisierten europäischen Normen, der Niederspannungsrichtlinie 2006/95/EC und der EMC-Richtlinie 2004/108/EC. ErP-Richtlinie 2009/125/EC
Verantwortlich für die CE-Markierung ist
TOSHIBA EUROPE GMBH
Hammfelddamm 8, D-41460 Neuss, Deutschland.

Entsorgung des alten Produkts und der Batterien

Folgende Informationen sind nur für EU-Mitgliedstaaten gültig: Entsorgung des Produkts



Das durchgestrichene Mülltonnensymbol zeigt an, dass die Produkte gesammelt und separat vom Hausmüll entsorgt werden müssen.

Integrierte Batterien und Akkus können mit dem Produkt entsorgt werden. Sie werden in den Recycling-Zentren getrennt. Der schwarze Balken zeigt an, dass die Produktmarkteinführung nach dem 13. August 2005 stattgefunden hat.

Durch die Mitwirkung an der separaten Sammlung von Produkten und Batterien unterstützen Sie die korrekte Entsorgung der Produkte und Batterien und helfen somit, mögliche negative Auswirkungen auf die Umwelt und die menschliche Gesundheit zu vermeiden.

Für detailliertere Informationen über Abfallsammlung und Recyclingprogramme, die in Ihrem Land zur Verfügung stehen, kontaktieren Sie den Händler, bei dem Sie das Produkt erworben haben.

Entsorgung von Batterien und/oder Akkus



Das durchgestrichene Mülltonnensymbol zeigt an, dass die Batterien und/oder Akkus gesammelt und separat vom Hausmüll entsorgt werden müssen.

Wenn die Batterie oder der Akku mehr als die angegebenen Werte von Blei (Pb), Quecksilber (Hg) und/oder Kadmium (Cd) enthalten, die in der Batterie-Richtlinie (2006/66/EC) definiert werden, dann erscheinen die chemischen Symbole für Blei (Pb), Quecksilber (Hg) und/oder Kadmium (Cd) unter dem durchgestrichenen Mülltonnensymbol.

Durch die Mitwirkung an der separaten Sammlung von Batterien unterstützen Sie die korrekte Entsorgung der Produkte und Batterien und helfen somit, mögliche negative Auswirkungen auf die Umwelt zu verhindern. Für detailliertere Informationen über Abfallsammlung und Recyclingprogramme, die in Ihrem Land zur Verfügung stehen, kontaktieren Sie den Händler, bei dem Sie das Produkt erworben haben.

Copyright-Hinweis

Dieses Produkt enthält Copyright-geschützte Technologie, die durch US-Patente und andere Rechte für geistiges Eigentum geschützt sind. Die Nutzung dieser Copyright-geschützten Technologie muss von der Rovi Corporation autorisiert sein und ist nur für die Heimanwendung und andere eingeschränkte Vorführanwendungen bestimmt, sofern keine anderslautende Autorisierung durch die Rovi Corporation vorliegt. Reverse Engineering und Demontage sind verboten.



Be responsible
Respect copyrights

Hinweis zu Markenzeichen



HDMI, das HDMI-Logo und High-Definition Multimedia Interface sind Warenzeichen oder eingetragene Warenzeichen der HDMI Licensing LLC in den Vereinigten Staaten und anderen Ländern.



BONUSVIEW™

Blu-ray Disc™, Blu-ray™, BD-Live™, BONUSVIEW™ und die Logos sind Warenzeichen der Blu-ray Disc Association.



Hergestellt unter Lizenz von Dolby Laboratories. Dolby und das Doppel-D-Symbol sind Warenzeichen von Dolby Laboratories.



Hergestellt unter Lizenz unter U.S.-Patentnummern: 5,956,674; 5,974,380; 6,226,616; 6,487,535; 7,392,195; 7,272,567; 7,333,929; 7,212,872 und andere. USA und weltweite Patente sind ausgestellt und angemeldet. DTS-HD, das Symbol und DTS-HD und das Symbol zusammen sind eingetragene Warenzeichen und DTS-HD Master Audio | Essential ist ein Warenzeichen von DTS, Inc. Das Produkt umfasst Software. © DTS, Inc. Alle Rechte vorbehalten.



'AVCHD' und das 'AVCHD'-Logo sind Warenzeichen der Panasonic Corporation und der Sony Corporation.



'DVD Video' ist ein Warenzeichen der DVD Format/Logo Licensing Corporation.



Oracle und Java sind eingetragene Warenzeichen von Oracle und/oder dessen Tochtergesellschaften. Andere Namen können Warenzeichen ihrer jeweiligen Eigentümer sein.



ÜBER DIVX-VIDEO:

DivX® ein digitales Videoformat, das von DivX, Inc. entwickelt wurde. Dies ist ein offiziell DivX®-zertifiziertes Gerät, das DivX-Videos wiedergibt. Besuchen Sie www.divx.com für weitere Informationen und Software, um Ihre Dateien in DivX-Videoformaten umzuwandeln.

ÜBER DIVX VIDEO-ON-DEMAND/FILME AUF ABFRUF:

Dieses DivX Certified®-Gerät muss registriert werden, um erworbene DivX Video-on-Demand (VOD)-Filme wiederzugeben. Um Ihren Registriercode zu erhalten, suchen Sie den DivX-VOD-Abschnitt im Einrichtungsmenü des Geräts. Weitere Informationen zur Registrierung finden Sie unter www.vod.divx.com.

DivX®, DivX Certified® und zugehörige Logos sind Markenzeichen von DivX, Inc. und werden lizenziert verwendet.

Für den HD-Test-Kit 1080p v1.1 sowie spätere Versionen:







DivX Certified® zur Wiedergabe von DivX® Video Dateien bis zur HD Auflösung 1080p, inklusive Premium Inhalten.

2 Produktüberblick

Regionalcodes

Sowohl der Blu-ray Disc™-Player, als auch die Discs sind nach Regionen codiert. Diese Regionalcodes müssen übereinstimmen, damit die Disc wiedergegeben werden kann. Wenn die Codes nicht übereinstimmen, wird die Disc nicht wiedergegeben. Die Regionalnummer dieses Blu-ray Disc™-Players ist auf der Rückseite des Blu-ray Disc™-Players angegeben.

Region	Wiedergebbare DVDs
USA und Region Kanada	 
GB, Region Europa und Japan	 
Asien, Pazifik, Taiwan, Korea	 
Australien, Neuseeland, Lateinamerika	 
Russland und Region Indien	 
China, Caicos Inseln, Wallis und Futuna Inseln	 

Region	Wiedergebbare Blu-ray™
Nordamerika, Mittelamerika, Südamerika, Korea, Japan, Taiwan, Hongkong und Südostasien	 
Europa, Griechenland, Französische Gebiete, Mittlerer Osten, Afrika, Australien und Neuseeland	 
Indien, China, Russland, Mittel- und Südasien	 

Besondere Ausstattungsmerkmale

Unterhaltung im HD-Format. Genießen Sie HD-Discs mit HDTV (High Definition Television). Anschluss über Hochgeschwindigkeits-HDMI-Kabel. Genießen Sie die exzellente Bildqualität mit einer Auflösung von bis zu 1080p und 24 Bildern pro Sekunde im Progressiv-Scan-Verfahren.

BD-Live™

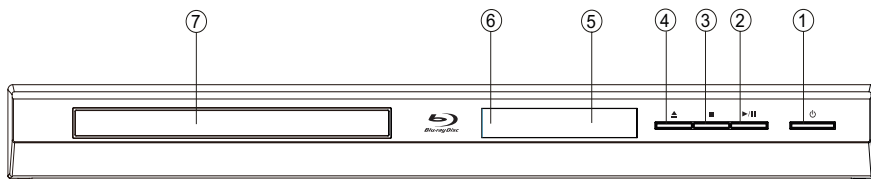
Sie können mit diesem Player verschiedene aktuelle Inhalte (z. B. aktualisierte Filmvorschauen und exklusives Bonusmaterial) über den LAN-Anschluss auf den Webseiten der Filmstudios aufrufen.

Blu-ray Disc™ Java

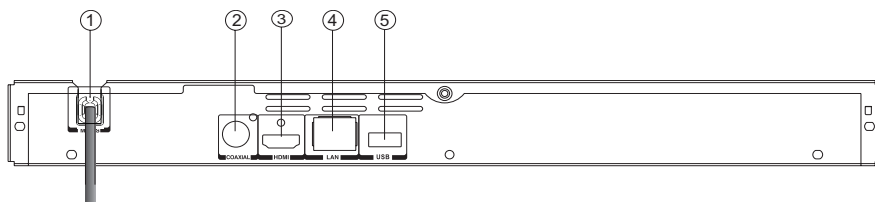
Blu-ray Disc™ Java (BD-J) Anwendung Das BD-ROM-Format unterstützt Java für interaktive Funktionen. „BD-J“ bietet Inhaltsanbietern fast unbegrenzte Funktionalitäten beim Erstellen von interaktiven BD-ROM-Titeln.

Produktüberblick

Hauptgerät



NR.	Element	Funktion
①	⏻	Einschalten des Geräts oder Wechseln in den Stand-by-Modus.
②	▶/	Wiedergabe/Pause.
③	■	Wiedergabestopp.
④	▲	Öffnen oder Schließen der Disc-Lade.
⑤	Displayfenster	Zeigt Informationen zum aktuellen Status des Geräts an.
⑥	IR-Sensor	Richten Sie die Fernbedienung auf den IR-Sensor.
⑦	Disc-Lade	Lädt eine Disc in das Disc-Laufwerk.



NR.	Element	Funktion
①	AC-Netzkabel	Anschluss an Standard-Netzsteckdose.
②	COAXIAL-Buchse	Ausgang von digitalen Audiosignalen, wenn ein Koaxial-Digitalkabel angeschlossen ist.
③	HDMI OUTPUT-Buchse	Ausgang für Video/Audio-Signale zum Anschluss von TV-Gerät, Monitor oder AV-Verstärker. Anschluss für TV-Gerät, Monitor oder AV-Verstärker mit HDMI-Eingang.
④	LAN-Buchse	Für den Anschluss an ein Netzwerk mit immer eingeschalteter Breitbandverbindung. Dieser ist reserviert für die zukünftige Verwendung von BD-Live™.
⑤	USB-Buchse	Schließen Sie einen USB-Datenspeicher an.

Fernbedienung

▲ OPEN/CLOSE

- Öffnen/Schließen der Disc-Lade

Zahlen-Tasten

- Für die Auswahl von bezifferten Elementen im Menü
- Für die direkte Eingabe von Track/Kapitel/Titel Zahlen/Passwort

OSC

- Für den Zugriff auf das Bildschirmmenü

CLEAR

- Für das Löschen eines Eintrags oder des eingestellten Lesezeichens und Programms

MC(Media Center)

- Für ÖFFNEN/SCHLIESSEN des Media-Center

POP MENU/MENU

- Für die Anzeige eines auf vielen Blu-ray-Disc™/DVD-Video-Discs enthaltenen Menüs

OK

- Bestätigen der Menüauswahl

◀▶

- Navigation/Cursor-Tasten für links/rechts/auf/ab ziehen

- Drücken Sie ◀/▶ während der Wiedergabe von JPEG, um die aktuelle Photoliste zu rotieren. Die Wiedergabe von JPEG wird jedoch angehalten

RETURN

- Zurück zu letztem Menü

TOP MENU

- Für die Anzeige des Disc-Titels bei Wiedergabe

PROGRAM

- Für das Öffnen der Programmliste

DIGEST

- Um die JPEG-Vorschauanzeige während der Wiedergabe zu öffnen

SUBTITLE

- Für die Auswahl der Untertitel; wiederholt drücken, um verschiedene auf der Disc verfügbare Untertitel zu wählen

AUDIO

- Für die Auswahl der Tonspur; wiederholt drücken, um verschiedene auf der Disc verfügbare Tonspuren zu wählen

ANGLE

- Umschalten des Kamerawinkels bei der Wiedergabe



FERNBEDIENUNGSSIGNAL SENDER

- Fernbedienung auf den Sensor auf der Frontplatte richten

ON/STANDBY

- Für das Einschalten oder das Schalten in den Stand-by-Modus des Blu-ray Disc™ Players

SETUP

- Öffnet oder beendet das System-Einstellungsmenü

REPEAT A-B

- Für die Wiederholung von A bis B

REPEAT

- Für die Auswahl verschiedener Wiederholmodi

SEARCH

- Für die Suche in Titel, Kapitel nach, Track oder Wiedergabezeit

DISPLAY

- Für Anzeige eines Fensters, um Titel, Kapitel oder Track zu finden

◀|▶

- Sofort-Wiederholung/Sofort-Suche

◀|▶ F.R & F.F

- Schnell rückwärts/Schnell vorwärts

▶▶ PLAY/PAUSE

- Start/Anhalten der Wiedergabe

◀◀ ▶▶ PREV & NEXT

- Springen zu letztem/nächstem Kapitel/Titel/Track

■ STOP

- Wiedergabestopp

▶▶

- Bietet einen langsamen Vorsprung bei normaler Wiedergabe

||▶▶

- Schaltet im Pause-Modus von Bild zu Bild weiter

ZOOM

- Für das Vergrößern/Verkleinern

BOOKMARK

- Für das Einfügen eines Lesezeichens an einem beliebigen Wiedergabezeitpunkt

PIP (Picture in Picture)

- Ein- oder Ausschalten des zweiten Bilds

PIP AUDIO

- Ein- oder Ausschalten des 2. Audiotons des 2. Bilds (PIP) ein oder aus

HDMI

- Für Änderung der Auflösung des HDMI-Videoausgangs zur Anpassung an TV-Gerät. z. B. 1080p, 1080i ... usw.

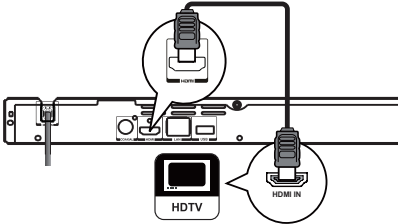
3 Anschlüsse

Die folgenden Anschlüsse sind für die Benutzung dieses Produkts herzustellen:

Anschluss an ein TV-Gerät

Schließen Sie das Gerät an ein TV-Gerät an, um die Disc wiederzugeben.

Anschluss an eine HDMI-Buchse



1. Schließen Sie ein HDMI-Kabel von der HDMI-Ausgangsbuchse an diesem Produkt an die HDMI-Eingangsbuchse des TV-Geräts an.

Hinweis:

- Die Videoausgabe kann optimiert werden, indem die Taste **HDMI** wiederholt gedrückt wird, um die beste Auflösung zu wählen, die vom TV-Gerät unterstützt wird.

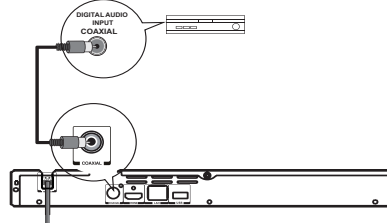
Optionaler Anschluss

Option 1: Anschluss an Digitalverstärker/
Empfänger

Option 2: Anschluss an Netzwerk

Option 1: Anschluss an Digitalverstärker/ Empfänger

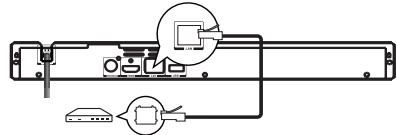
Leitet Ton von diesem Player an anderes Gerät weiter, um die Audioausgabe zu verbessern.



1. Schließen Sie ein Koaxialkabel von der COAXIAL-Buchse an diesem Gerät an die COAXIAL-Buchse des anzuschließenden Geräts an.

Option 2: Anschluss an Netzwerk

Schließen Sie das Gerät an das Netzwerk an, um zusätzliche BD-Live™-Inhalte genießen zu können und um das Software-Upgrade über das Netzwerk ausführen zu können.

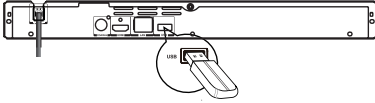


1. Schließen Sie ein Netzwerk-Kabel von der LAN-Buchse am Produkt an die LAN-Buchse des Netzwerkes an.

Anschluss des USB-Datenspeichers

Ein USB-Datenspeicher bietet zusätzlichen Speicherplatz für Software-Upgrades und BD-Live™-Bonus-Inhalte.

Zudem können Sie die auf dem USB-Gerät gespeicherten MP3/JPEG/MPEG4/DivX®-Dateien wiedergeben.



1. Schließen Sie das USB-Flash-Gerät an die USB-Buchse dieses Geräts an.

Hinweise:

- Schließen Sie nur ein USB-Flash-Gerät an die USB-Buchse dieses Geräts an.
- Wenn Sie BD-Live™-Bonus-Inhalte genießen möchten, verwenden Sie als lokalen Speicher einen **USB-Datenspeicher mit mindestens 1GB**.
- Bei einigen Blu-ray™-Discs mit BD-Live™-Funktion müssen Sie evtl. das USB-Gerät vor dem Laden der Disc anschließen. Sonst wird evtl. die Disc nicht wiedergegeben.
- TOSHIBA garantiert keine 100 %ige Kompatibilität mit allen USB-Flash-Geräten.

Netzanschluss

1. Anschließen des Netzkabels:
 - an der Netzsteckdose.
 - Das Gerät kann jetzt für die Benutzung eingerichtet werden.

Hinweise:

- Vor dem Anschluss des Netzkabels stellen Sie bitte sicher, dass alle anderen Anschlüsse ausgeführt wurden.
- Gefahr von Schäden am Gerät! Stellen Sie sicher, dass die Netzspannung mit der auf der Geräterückseite aufgedruckten Spannung übereinstimmt.
- Das Typenschild befindet sich auf der Geräterückseite.

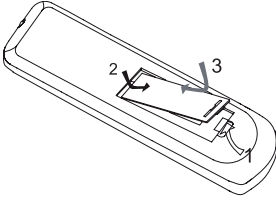
4 Vorbereitung

Folgen Sie immer den Anweisungen dieses Kapitels genau nach ihrer Reihenfolge.

Hinweis:

- Wenn andere als die hierin angegebenen Bedienungs- und Verfahrensweisen ausgeführt werden, kann dies zu gefährlicher Strahlungsexposition oder anderen gefährlichen Betriebszuständen führen.

Vorbereitung der Fernbedienung



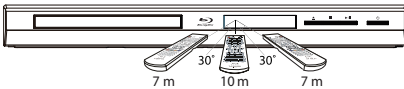
1. Öffnen Sie den Batteriefachdeckel.
2. Setzen Sie eine R03-Batterie mit der korrekten Polarität (+/-), wie angezeigt, ein.
3. Schließen Sie den Batteriefachdeckel.

Hinweise:

- Wenn Sie die Fernbedienung längere Zeit nicht benutzen, entfernen Sie die Batterien.
- Explosionsgefahr! Halten Sie Batterien von Hitze, Sonnenlicht und Feuer fern. Entsorgen Sie Batterien niemals im Feuer.


Die maximalen Funktionsbereiche für das Gerät sind folgende:

- Sichtlinie: ca. 10 m
- Nach jeder Seite von der Mitte aus: ca. 7 m innerhalb 30°
- Oberhalb: ca. 7 m innerhalb 30°
- Unterhalb: ca. 7 m innerhalb 30°




Einrichtung des Players

Suchen Sie den korrekten Wiedergabeeingang

1. Drücken Sie auf , um dieses Gerät einzuschalten.
2. Schalten Sie das TV-Gerät ein und wechseln Sie zum korrekten Video-Eingang (siehe Bedienungsanleitung des TV-Geräts zur Auswahl des korrekten Eingangs).

Ersteinstellung


Wenn Sie dieses Gerät zum ersten Mal einschalten, befolgen Sie bitte die folgenden Schritte:

1. Nach dem Einschalten des Produkts erscheint ein Begrüßungsbildschirm.
2. Drücken Sie auf OK, um die Spracheinstellung zu öffnen.
3. Wählen Sie die gewünschte Sprache, die Auflösung und das Bildseitenverhältnis mit  aus und drücken Sie anschließend auf OK.
4. Drücken Sie auf SETUP, um das Menü „Einstellungen“ zu schließen.




Menü EINSTELLUNGEN verwenden

1. Drücken Sie auf SETUP, um das Menü „Einstellungen“ bei Wiedergabe vom Blu-ray Disc™-Player oder ohne Disc anzuzeigen. Drücken Sie auf SETUP, um das Menü „Einstellungen“ zu schließen.

Tipp:

- Bei der Wiedergabe von High-Definition-Quellen müssen Sie auf STOP  drücken, um die Schnittstelle einzustellen aufzurufen.

Auswahl der Menü-Anzeigesprache

1. Drücken Sie auf SETUP, dann wird das Menü **[Allgemeine Einstellungen]** angezeigt.
2. Wählen Sie **[Sprache]**, dann drücken Sie auf .
3. Wählen Sie **[OSD]**, dann drücken Sie auf .
- Die Sprachoptionen sind je nach Region unterschiedlich.
4. Drücken Sie auf , um die Sprache zu wählen, dann drücken Sie auf OK.






Hinweis:

- Wenn dieser Disc-Player an ein HDMI-CEC-kompatibles TV-Gerät angeschlossen ist, überspringen Sie diese Einstellung. Es wird automatisch die gleiche OSD- oder Bildschirmmenüsprache wie in den TV-Geräteeinstellungen verwendet.



5 Wiedergabe

Wiedergabe-Funktionen


Normale Wiedergabe

1. Drücken Sie auf den Schalter  an der Frontplatte oder auf der Fernbedienung, dann schaltet sich Ihr Blu-ray Disc™-Player ein. Das Gerät benötigt 20 Sekunden für das Aufwärmen.
2. Schalten Sie das TV-Gerät ein, dann wählen Sie die Eingangeinstellung auf dem TV-Gerät, die der Anschlussmethode entspricht, mit welcher der Player angeschlossen ist.
3. Drücken Sie auf OPEN/CLOSE , um die Disc-Lade zu öffnen.
4. Legen Sie eine Disc in die Lade mit der Beschriftung nach oben ein und drücken Sie dann auf OPEN/CLOSE , um die Lade wieder zu schließen.
Die Disc-Ladezeit ist abhängig vom eingelegten Disc-Typ und das Laden einer Blu-ray Disc™-Disc dauert länger.
5. Wenn die automatische Disc-Wiedergabe nicht startet, drücken Sie bitte auf , um die Wiedergabe zu starten.
6. Wenn ein Blu-ray Disc™- oder DVD-Menü angezeigt wird, verwenden Sie den Cursor, um PLAY zu wählen. Drücken Sie dann zum Bestätigen auf OK.
7. Für den Auswurf der Disc drücken Sie auf OPEN/CLOSE .


Wiedergabe pausieren.




1. Drücken Sie auf , um die Wiedergabe zu unterbrechen. Der Ton wird stumm geschaltet.
2. Drücken Sie , um die normale Wiedergabe fortzusetzen.

Wiedergabe stoppen



1. Drücken Sie einmal auf die Taste STOP , um in den Wiederaufnahme-Modus zu schalten, auf dem TV-Bildschirm wird das Wiederaufnahme-Logo angezeigt.
2. Drücken Sie zweimal auf STOP , um die Wiedergabe vollständig abzubrechen.
3. Drücken Sie auf , um die Wiedergabe am Stoppunkt der Wiedergabe oder ab dem Anfang wieder aufzunehmen, nachdem die Wiedergabe vollständig abgebrochen wurde. Nicht alle Blu-ray™-Discs unterstützen die Wiederaufnahme-Funktion.

Schnell vorwärts und schnell rückwärts



1. Drücken Sie auf F.F  für den schnellen Vorwärtslauf durch die Disc. Die Vorwärts-Geschwindigkeit ändert sich je nachdem, wie oft die Taste gedrückt wird. Die Geschwindigkeit wird in folgender Reihenfolge gesteigert:
2X, 4X, 8X, 16X, 32X

2. Drücken Sie , um die normale Wiedergabe fortzusetzen.
3. Drücken Sie für den schnellen Rückwärtslauf durch die Disc auf F. R . Die Rückwärts-Geschwindigkeit ändert sich je nachdem, wie oft die Taste gedrückt wird. Die Geschwindigkeit wird in folgender Reihenfolge gesteigert:
2X, 4X, 8X, 16X, 32X
4. Drücken Sie , um die normale Wiedergabe fortzusetzen.




Sofort-Suche und Sofort-Wiederholung

1. Wenn Sie während der Wiedergabe die Taste  drücken und halten, können Sie den Suchlauf 30 Sekunden vorwärts starten.
2. Drücken und halten Sie bei der Wiedergabe die Taste , dann werden die letzten 10 Sekunden wiederholt.

Zurück und Weiter




Drücken Sie bei der Wiedergabe auf die Taste PREV , dann können Sie zum letzten Kapitel oder Track zurückspringen. Jeder Druck dieser Taste gestattet den Sprung zu einem Kapitel oder Track bis zum Anfang der Disc. Drücken Sie bei der Wiedergabe auf die Taste NEXT , dann können Sie zum nächsten Kapitel oder Track vorwärts springen.

Langsam vorwärts

1. Drücken Sie während der normalen Wiedergabe auf . Die Geschwindigkeit des langsamen Vorwärtslaufs ist standardmäßig 1/16.
2. Um die langsame Vorwärtsgeschwindigkeit zu ändern, drücken Sie wiederholt auf , dann ändert sich die Vorwärtsgeschwindigkeit in der folgenden Reihenfolge: 1/16, 1/8, 1/4, 1/2, Normal.
3. Um den langsamen Vorwärts-Modus zu beenden und zur normalen Wiedergabe zurückzukehren, drücken Sie auf .

Schritt vorwärts

Verwenden Sie diese Funktion, um ein Video Bild für Bild zu genießen.

1. Drücken Sie bei normaler Wiedergabe auf , dann schaltet die Wiedergabe in den Pause-Status um.
2. Drücken Sie wiederholt auf , um von Bild zu Bild vorwärts zu wechseln.
3. Drücken Sie auf , um die normale Wiedergabe fortzusetzen.

HDMI

Bei der Wiedergabe einer Datei oder einer Disc darf die Auflösung nicht über die HDMI-Taste auf der Fernbedienung umgeschaltet werden.

Erweiterte Wiedergabe

DISPLAY

Durch Drücken dieser Taste zeigt der Bildschirm, wie folgt, einige Informationen zur Disc an: Titelnummer, Abschnittsnummer, Track-Nummer, Vergangene Zeit, Modus, Audio, Winkel und Untertitelsprachen. Drücken Sie diese Taste erneut, um die Informationsanzeige auszuschalten.

REPEAT

Drücken Sie wiederholt auf REPEAT, um die unterschiedlichen Wiederholungsmodi auszuwählen.

DVD: Kapitel wiederholen, Titel wiederholen und Alle.

VCD PBC Aus/CD/JPEG/MP3: Track wiederholen und Alle.

A-B

Für die Wiederholung eines bestimmten Abschnitts im Video oder im Titel drücken Sie auf die Taste A-B, um den Startpunkt festzulegen. Erneutes Drücken von A-B legt den Endpunkt fest und beendet die Einstellung. Der ausgewählte Abschnitt wird wiederholt.

Drücken Sie die Taste A-B ein drittes Mal, um die Funktion abzubrechen.

Der Endpunkt muss mindestens 5 Sekunden nach dem Startpunkt festgelegt werden.

SEARCH

Bei der Wiedergabe drücken Sie auf die Taste SEARCH, um Titel, Abschnitt und Zeit zu bearbeiten.

Drücken Sie auf ◀/▶ und auf OK auf der Fernbedienung, um Titel, Abschnitt oder Zeit auszuwählen. Drücken Sie dann auf die Zahlen-Tasten oder auf ▲/▼ und dann auf OK. Die Wiedergabe springt an die gewünschte Stelle. Für die Zeitsuche drücken Sie auf ▲/▼, um die Titel- oder Kapitelsuche auszuwählen.

SUBTITLE

Nach Wiederholtem Drücken dieser Taste wird „X/XX XXX“ oder „Aus“ angezeigt. Das „X“ zeigt die aktuelle Nummer in dieser Sprache an; „XX“ zeigt die Gesamtzahl in der Sprache an; „XXX“ zeigt die Sprache an.

Die Zahl der verfügbaren Sprachen ist von der Disc abhängig.

RETURN

Drücken Sie auf diese Taste, um zum letzten Bildschirmenü im Setup-Menü zurückzukehren, z. B. Ext. Speicher-Information, Kinderschutz, Länder Code usw.

Drücken Sie ein Mal RETURN während der MP3/JPEG/VIDEO-Wiedergabe, dann kehrt der Player zur Seite Medienzentrums zurück.

Bei der Wiedergabe einer VCD-Disc, wenn PBC Ein gewählt ist, drücken Sie auf die Taste, um zum PBC-Menü zurückzukehren.

ANGLE

Bei der Wiedergabe drücken Sie auf diese Taste, um den Bildwinkel zu ändern. Auf dem Bildschirm wird „Winkel X/X“ angezeigt. Das erste „X“ zeigt die aktuelle Winkelnummer an und das zweite „X“ zeigt die Gesamtzahl der Winkel an. Nicht alle Blu-ray™ oder DVDs besitzen die Mehrfach-Winkelfunktion. Das Gerät benötigt ca. 5 Sekunden für das Wechseln.

TOP MENU

Diese Taste kann jederzeit gedrückt werden, dann wird bei der Blu-ray Disc™- oder DVD-Viewwiedergabe das Disc-Menü angezeigt.

POP MENU/MENU

Drücken Sie während der Blu-ray-Disc™-

Wiedergabe auf POP MENU/MENU, um den Disc-Titel im Menü auf dem Bildschirm anzuzeigen, ohne die Wiedergabe zu stoppen.

1. Drücken Sie die Tasten ▲/▼/◀/▶, um eine Option auszuwählen und drücken Sie zum Bestätigen auf OK.
2. Drücken Sie auf POP MENU/MENU, um das Menü zu schließen.

Bei der DVD-Wiedergabe drücken Sie auf POP MENU/MENU, um das Disc-Menü zu öffnen.

Bei der VCD-Wiedergabe drücken Sie auf POP MENU/MENU, um PBC ein- bzw. auszuschalten.

Bei der Anzeige von USB-Datenspeichern- und Daten-Disc-Dateienhalten im Medienzentrums drücken Sie auf POP MENU/MENU, um Foto/Musik/Video-Dateien zur Wiedergabeliste hinzuzufügen.

1. Drücken Sie ▲/▼/◀/▶, um eine Option aus den Foto/Musik/Video-Dateien zu wählen.
2. Drücken Sie im Dateibrowser auf ▶, um die Dateien auszuwählen, die zur Wiedergabeliste hinzugefügt werden sollen. „√“ erscheint neben den ausgewählten Dateien.
3. Drücken Sie die Taste POP MENU/MENU. Ein Pop-Up-Menü erscheint. Drücken Sie anschließend ▲/▼ und auf die Taste OK, um „Zur Wiedergabeliste hinzufügen“ auszuwählen und die Dateien zur Wiedergabeliste hinzuzufügen. Die Optionen „Alle auswählen“ und „Alle entfernen“ sind ebenfalls verfügbar. Wählen Sie „Abbruch“, um das Pop-Up-Menü zu schließen. Alle gewählten Dateien werden zum Ordner „Wiedergabeliste“ hinzugefügt. Die Dateien in der Wiedergabeliste können entweder wiedergegeben oder gelöscht werden. Drücken Sie POP MENU/MENU, um die ausgewählten Dateien in der „Wiedergabeliste“ zu löschen.

SETUP

Drücken Sie auf die Taste SETUP, dann werden einige Informationen, wie folgt, über den Player angezeigt:

- Allgemeine Einstellungen
- Anzeige-Einstellungen
- Audio-Einstellungen
- System-Informationen

PROGRAM

Bei der CD/DVD/VCD-Wiedergabe können Sie auf diese Taste drücken, um die Reihenfolge der Wiedergabeliste zu bearbeiten.

BOOKMARK

Bei der Wiedergabe einer VCD/DVD/DivX®-Disc drücken Sie die Taste BOOKMARK, um ein Lesezeichen hinzuzufügen und halten Sie diese einige Sekunden, um die bereits bestehende Lesezeichenliste anzuzeigen, dann können Sie auf die Taste OK drücken, um das Lesezeichen auszuwählen oder auf die Taste CLEAR, um das Lesezeichen zu löschen.

AUDIO

Drücken Sie auf die Taste AUDIO auf der Fernbedienung, um die Audiospuren zu wählen, die auf der Blu-ray™- oder DVD-Disc vorhanden sind.

Der Bildschirm zeigt Folgendes an:

AUDIO: X/XX XXX XXXX

„X“ - Die aktuelle Audiospurnummer

„XX“ - Die Gesamtzahl der Audiospuren

„XXX“ - Audio-Sprache

„XXXX“ - Audio-Technologie

MC

Drücken Sie auf diese Taste, um Mediendateien auf dem USB-Datenspeicher wiederzugeben.

ZOOM

Drücken Sie wiederholt auf ZOOM, um das Bild bei der Wiedergabe zu vergrößern/verkleinern.
Zoom-Modus: Zoom 2x -> Zoom 3x -> Zoom 4x -> Zoom 1/2 -> Zoom 1/3 -> Zoom 1/4.

DIGEST

Bei der Wiedergabe einer JPEG-Disc drücken Sie auf DIGEST, um eine Seite mit 12 Vorschaubildern anzuzeigen.

- Verwenden Sie ▲/▼/◀/▶, um eine Option zu wählen. Drücken Sie auf OK, um das ausgewählte Bild in Vollbildschirmanzeige zu sehen, die folgenden Bilder werden automatisch nacheinander angezeigt.
- Drücken Sie auf PREV ◀◀/NEXT ▶▶, um den letzten oder nächsten Vorschaubildschirm anzuzeigen.

PIP AUDIO

Drücken Sie auf die Taste PIP AUDIO, um den 2. Audioton des 2. Bilds aufzurufen (PIP-Video 2. Bild).

OSC

Drücken Sie auf OSC, um das Bildschirmmenü bei der Wiedergabe zu öffnen. In diesem Menü können Sie einige Steuerbefehle in Bezug auf die Wiedergabe wählen.

Das Bildschirmmenü enthält die folgenden Elemente:
[Titel]: Der Titel der aktuellen Wiedergabe/alle Titel. Wählen Sie den gewünschten Titel für die Wiedergabe.

[Abschnitt]: Das Kapitel der aktuellen Wiedergabe/alle Kapitel. Wählen Sie das gewünschte Kapitel für die Wiedergabe.

[Zeit]: Anzeige der vergangenen/verbleibenden Wiedergabezeit von Titel/Kapitel. Verwenden Sie ▲/▼, um Folgendes anzuzeigen: die vergangene Wiedergabezeit des Titels, die verbleibende Wiedergabezeit des Titels, die vergangene Wiedergabezeit des Kapitels, die verbleibende Wiedergabezeit des Kapitels.

[Modus]: Wiedergabemodus unter Mischen, Zufall und Normal auswählen.

[Audio]: Die Blu-ray Disc™/DVD-Soundtrack-Sprache. Verwenden Sie ▲/▼, um die verfügbaren Audiosprachen der Disc anzuzeigen und den gewünschten Audiotyp zu wählen.

[Winkel]: Die Winkelansicht der aktuellen Wiedergabe/alle Winkel. Weitere Details siehe Wiedergabe > Angle.

Verwenden Sie ▲/▼, um die gewünschte Winkelansicht zu wählen.

[Untertitel]: Die Untertitel der aktuellen Wiedergabe. Verwenden Sie ▲/▼, um die verfügbaren Untertitelsprachen der Disc anzuzeigen und den gewünschten Typ zu wählen oder die Untertitel auszuschalten.

Hinweis:

- Bei unterschiedlichen Discs sind unterschiedliche Untertitel enthalten. Beispielsweise:
Mitteleuropa
Kyrillisch
Lateinisch I
Griechisch
Türkisch
Hebräisch

[Subtitle-Stil]: Bei der Wiedergabe von Blu-ray Disc™-Discs oder DVDs, wenn sie externe Untertitel enthalten, werden diese im OSC- oder Bildschirmmenü angezeigt.

[Bitrate]: Verwenden Sie ▲/▼, um die gewünschte Bitrate zu wählen.

[Weiterhin Aus]: Beenden der Standbild-Funktion der DVD-Disc.

Bei einigen DVD-Discs werden bestimmte Videobilder während der Wiedergabe als Standbilder angezeigt, damit der Zuschauer ein einzelnes Bild besser sehen kann. Um die Wiedergabe fortzusetzen, wählen Sie Weiterhin Aus.

[Schnelle Suche]: Sofortige Suche um 30 Sekunden vorwärts.

[Schneller Rücklauf]: Wiederholung der letzten 10 Sekunden.

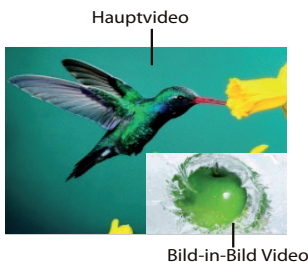
Tipps:

- Die angegebene Funktion variiert für jedes Element je nach Disc-Typ. Einige Elemente sind nur verfügbar, wenn sie von der Disc unterstützt werden.
- Der DivX®-Untertiteldateiname (.sub) muss unter dem gleichen Dateinamen wie der Film (.avi) im selben Ordner (z. B. Ordner A: abc.avi und abc.sub) gespeichert werden.

Blu-ray Disc™ BONUSVIEW™

Die Funktion zum Abspielen des 2. Videos (Bild-in-Bild) und des 2. Audiotons ist nur für Blu-ray Disc™-Discs verfügbar. Das 2. Video kann von einer Disc wiedergegeben werden, die mit der Bild-in-Bild-Funktion kompatibel ist. Details zur Wiedergabemethode siehe Anweisungen der Disc.

1. Schalten Sie das 2. Video ein, indem Sie die Taste PIP drücken.
2. Drücken Sie auf die Taste PIP AUDIO, um den 2. Audioton zu wählen und wählen Sie eine der Optionen außer Aus. Der 2. Audioton wird geöffnet und Sie hören den Ton zum 2. Bild der Disc. Um den 2. Audioton zu hören, muss die PIP-Funktion der Disc eingeschaltet sein.
3. Drücken Sie die PIP-Taste erneut, um das 2. Video auszuschalten.



Diese Funktion ist nicht verfügbar, wenn das 1. Video in den Modi Suche, Zeitlupe oder Bild-für-Bild oder Schnell Vor-/Rückwärts wiedergegeben wird. Um den 2. Audioton zu hören, muss der digitale Audioausgang auf „Bitstream“, „Neu kodieren“ oder „PCM“ eingestellt sein. Sonst kann nur der 1. Audioton gehört werden.

Hinweise:

- Nicht alle Blu-ray™-Discs unterstützen diese Funktion.
- High Definition-PIP (2. Video) wird nicht unterstützt.

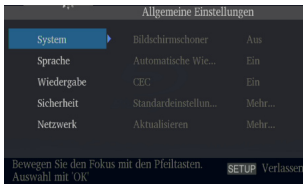
6 Individuelle Anpassung

Dieser Abschnitt beschreibt die verschiedenen Einstelloptionen dieses Blu-ray Disc™-Players.

Wenn diese Einstelloption grau unterlegt ist, bedeutet dies, dass die Einstellung im aktuellen Status nicht geändert werden kann.

Allgemeine Einstellungen

1. Drücken Sie die SETUP-Taste auf der Fernbedienung.
Das Einstellungs Menü erscheint.



2. Drücken Sie auf ▼ drücken, um eine Option zu wählen, dann drücken Sie auf ►, um sie zu öffnen.
3. Drücken Sie auf ▲/▼, um eine Option zu wählen, dann drücken Sie auf ►.
4. Wählen Sie die Einstellung, die geändert werden soll und drücken Sie zum Bestätigen auf OK.
 - Drücken Sie auf ◀, um zum letzten Menü zurückzukehren.

[System]

Für die Änderung der folgenden Systemoptionen, um Ihren Blu-ray Disc™-Player einzurichten.

- **[Bildschirmschoner]**
Ein- oder Ausschalten des Bildschirmschoners. Er schützt den TV-Bildschirm.
{Ein} - Aktiviert den Bildschirmschoner nach ca. 5 Minuten ohne Betrieb. Drücken Sie die Taste SETUP, um den Bildschirmschoner auszuschalten.
 - Der Blu-ray Disc™-Player schaltet in den Stand-by-Modus, wenn nach Einschalten des Bildschirmschoners ca. 10 Minuten lang kein Betrieb erfolgt ist.**{Aus}** - Ausschalten des Bildschirmschoners-Modus.
- **[Automatische Wiedergabe]**
Für das Ein- oder Ausschalten des automatischen Disc-Wiedergabemodus.
{Ein} - Die Disc-Wiedergabe startet automatisch nach dem Laden.
{Aus} - Ausschalten des automatischen Wiedergabemodus.
- **[CEC]**
Dieser Player unterstützt REGZA-LINK, der das HDMI-CEC-Protokoll (Consumer Electronics Control) verwendet. Eine einzige Fernbedienung kann zur Steuerung aller REGZA-LINK-kompatiblen Geräte verwendet werden, die über HDMI-Stecker angeschlossen sind.

{Ein} - Schaltet die REGZA-LINK-Funktionen ein.

- Bei eingeschaltetem CEC-Modus drücken Sie auf SETUP, während sich das TV-Gerät im Stand-by-Modus befindet und der Blu-ray Disc™-Player eingeschaltet ist, dann wird durch Drücken von SETUP, PLAY/PAUSE das TV-Gerät eingeschaltet. Wenn Sie das TV-Gerät ausschalten, schaltet sich automatisch auch dieses Gerät aus.

{Aus} - Schaltet die REGZA-LINK-Funktionen aus.

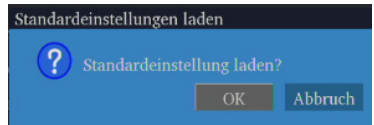
- **[Standardeinstellungen laden]**

Setzt alle Einstellungen des Blu-ray Disc™-Player auf die Werkseinstellungen zurück.

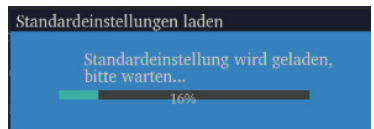
- Folgen Sie den Anweisungen auf dem TV-Bildschirm, um die Wiederherstellung der Werkseinstellungen zu bestätigen.

1. Wählen Sie **Standardeinstellungen laden**.

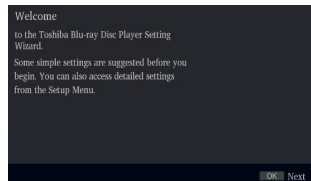
2. Ein Dialogfeld öffnet sich, wie unten gezeigt. Wählen Sie OK.



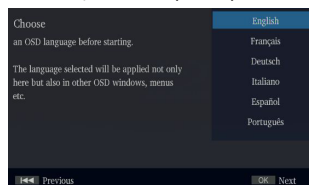
3. Es dauert eine gewisse Zeit, bis das Laden der Werkseinstellungen startet. Bitte warten...



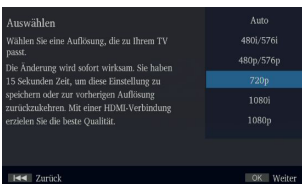
4. Das TV-Gerät zeigt Folgendes an:



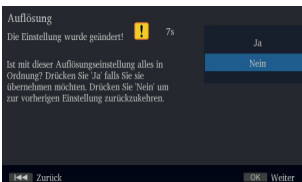
5. Drücken Sie auf OK, um die Spracheinstellung zu öffnen. Drücken Sie auf ▲/▼, um eine Sprachoption zu wählen.



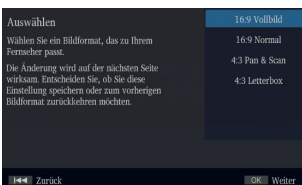
6. Drücken Sie auf OK, um die Auflösungseinstellung zu öffnen.



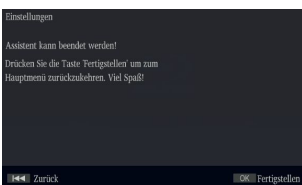
Drücken Sie auf ▲/▼, um eine Option zu wählen. Drücken Sie auf OK.
Wählen Sie „Ja“ oder „Nein“ mit ▲/▼.



7. Drücken Sie auf OK, um die Einstellung des Bildseitenverhältnisses zu öffnen.



Drücken Sie auf ▲/▼, um eine Option zu wählen. Drücken Sie auf OK.



8. Drücken Sie auf OK, um das Menü [Allgemeine Einstellungen] zu öffnen.

• **[Aktualisieren]**

Für Software-Upgrades zur Leistungsverbesserung können Sie die folgende Upgrade-Methode verwenden und das Upgrade starten.

{Disk}/{USB-Speicherung}/{Netzwerk} Software-Upgrade über Disc/USB-Speicherung

Upgrade der Software von der Disc oder dem USB-Datenspeicher aus.

1. Disc einlegen oder den USB-Datenspeicher mit dem Upgrade-Dateipaket anschließen.
2. Folgen Sie den Anweisungen auf dem TV- Bildschirm, um die Ausführung des Upgrades zu bestätigen.
 - Das System startet nach 5 Sekunden neu, außer die OK-Taste wird gedrückt.

Hinweise:

- Wenn [Automatische Wiedergabe] auf [Aus] gesetzt ist, muss nach dem Einlegen der Disc mit den Informationen für den System-Upgrade das Upgrade mit dieser Option aus dem Menü einstellungen gestartet werden.
- Wenn das Upgrade-Dateipaket die Überprüfung nicht bestanden hat, wird eine Fehlermeldung angezeigt, dann muss das Paket nochmals überprüft werden (z. B. ob das Paket vollständig ist).
- Achten Sie darauf, dass die Firmware-Version keine alte Version ist.
- Beim System-Upgrade mittels eines USB-Geräts sollen Sie einen neuen Ordner erstellen und ihn UPG_ALL nennen und die Upgrade-Dateien hineinkopieren.

Software-Upgrade über Netzwerk

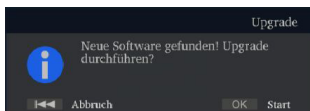
Es gibt die zwei folgenden Methoden für das Upgrade über das Internet: Automatischer Modus und Interaktiver Modus.

Automatischer Modus:

Der Player kontrolliert automatisch beim Einschalten, ob eine Verbindung zum Internet besteht.

Wenn eine Verbindung besteht, versucht der Player, die Verbindung zum Toshiba-Server herzustellen, um zu kontrollieren, ob neue Firmware für den Player vorhanden ist.

Falls dies zutrifft, zeigt der Player eine Meldung auf dem Bildschirm an, die Sie informiert, dass ein Firmware-Upgrade im Internet zur Verfügung steht. Sie können wählen, ob der Upgrade ausgeführt werden soll.

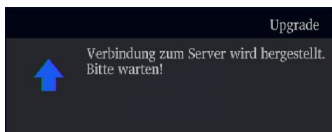


Interaktiver Modus:

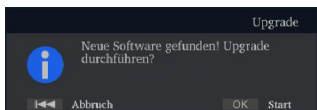
Das Netzwerk-Upgrade kann auch über das Menü Einstellungen ausgeführt werden.

Achten Sie darauf, dass der Player vorher bereits mit dem Internet verbunden ist.

Drücken Sie auf der Fernbedienung auf die Taste „SETUP“, wählen Sie dann „System -> Aktualisieren -> Netzwerk“ und drücken Sie auf „OK“. Dann stellt der Player die Verbindung zum Toshiba-Server her, um zu kontrollieren, ob neue Firmware für den Player vorhanden ist.



Falls dies zutrifft, zeigt der Player auf dem Bildschirm eine Meldung an und Sie können wählen, ob der Upgrade ausgeführt werden soll.



Falls keine neue Firmware vorhanden ist, zeigt der Player auf dem Bildschirm eine Meldung an, dass keine neue Firmware für den Player vorhanden ist.



Anmerkung:

Wenn das neue Firmware-Upgrade ausgewählt wird,

1. Startet der Player den Download der Upgrade-Datei und zeigt eine Meldung über den Fortschritt an.



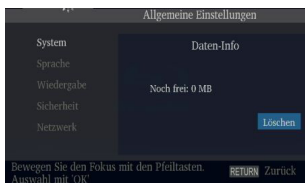
2. Wenn der Download beendet ist, zeigt der Player eine Meldung an und Sie können wählen, ob der Upgrade ausgeführt werden soll oder nicht. Wenn Sie das Upgrade wählen, beginnt der Player mit dem Upgrade und zeigt eine Meldung über den Fortschritt an. Nach Abschluss des Upgrades startet der Player neu.

Achtung! Schalten Sie während dem Firmware-Upgrade NICHT die Stromzufuhr aus! Dies kann zur Funktionsuntüchtigkeit des Player führen.

• [Ext. Speicher]

Der ext. Speicher wird bei der BD-Live™-Funktion verwendet. Beim Anschließen eines USB-Datenspeichers mit mindestens 1GB freiem Speicherplatz für die Wiedergabe der BD-Live™-Funktion wird automatisch vom Blu-ray Disc™-System ein Verzeichnis mit der Bezeichnung BUDA erstellt. Daten-Info zeigt die freie Speicherkapazität an.

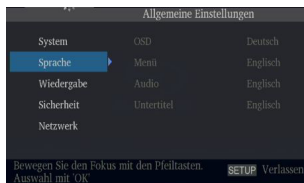
1. Drücken Sie auf OK.
2. Folgen Sie den Anweisungen auf dem TV-Bildschirm, um {Daten-Info} zu wählen.



3. Drücken Sie auf OK, um „Löschen“ zu wählen, dann werden die Daten im Ordner BUDA gelöscht.

[Sprache]

Wählen Sie das OSD/Bildschirmmenü, Menü, Audio und die Standardsprache für die Untertitel des Players.



• [OSD]

Wählen Sie die Standard-Bildschirmmenüsprache.

• [Menü]

Wählen Sie die Standardsprache für das Menü.

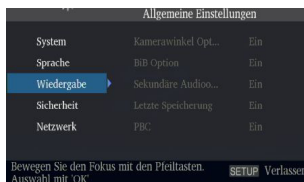
• [Audio]

Wählen Sie die Standard-Audiosprache.

• [Untertitel]

Wählen Sie die Standard-Untertitelsprache.

[Wiedergabe]



• [Kamerawinkel Option]

Einige Blu-ray™-Discs/DVDs enthalten Szenen, die mit mehreren Winkeln aufgenommen wurden, wodurch Sie diese Videos in den gewünschten Aufnahmewinkeln genießen können. Deshalb wird das Winkel-Symbol nur angezeigt, wenn die Blu-ray Disc™/DVD mehrere Winkel unterstützt und die Kamerawinkel Option auf EIN gesetzt ist.

{Ein} - Zeigt die Kamerawinkel-Option an.

{Aus} - Verbirgt die Kamerawinkel-Option.

• [BiB Option]

Der Bild-in-Bild-Modus (PIP) zeigt gleichzeitig zwei Bilder auf dem TV-Bildschirm an, das Vollbild wird 1. Bild genannt und das kleine Bildfenster wird 2. Bild genannt. Das PIP-Zeichen wird angezeigt, wenn der PIP-Modus aktiv ist und die BiB-Option auf EIN gesetzt ist.

{Ein} - Zeigt die BiB-Option an.

{Aus} - Verbirgt die BiB-Option.

Hinweis:

- High Definition-PIP (2. Video) wird nicht unterstützt.

• [Sekundäre Audiooption]

{Ein} - Zeigt die Sekundäre Audiooption an.

{Aus} - Verbirgt die Sekundäre Audiooption.

- **[Letzte Speicherung]**

Wenn die Disc-Lade geöffnet wird oder der Blu-ray Disc™-Player bei normaler Wiedergabe in den Stand-by-Modus geschaltet wird, kann der Blu-ray Disc™-Player den Wiedergabepunkt speichern, der Player startet das nächste Mal die Wiedergabe ab dem gespeicherten Punkt.
{Ein} - Aktive Funktion Letzte Speicherung.
{Aus} - Desaktivierte Funktion Letzte Speicherung.

Hinweis:

- Nicht alle Blu-ray™-Discs unterstützen diese Funktion.

- **[PBC]**

VCD2.0 hat ein PBC-Wiedergabe-Steuermenü, über das man das System interaktiv steuern kann.
{Ein} - Wiedergabesteuermenü wird angezeigt, ZAHLEN-Tasten für Auswahl der gewünschten Option verwenden.
{Aus} - Wiedergabesteuermenü verbergen und Wiedergabe von Track 1 automatisch starten.

- **[Mit Untertiteln]**

Ermöglicht Hörgeschädigten, TV-Sendungen zu verfolgen, indem der Audioton einer Sendung als Text auf dem Bildschirm angezeigt wird.

{Ein} - Anzeige Mit Untertiteln.

{Aus} - Keine Anzeige Mit Untertiteln.

- **[DivX(R) VOD DRM]**

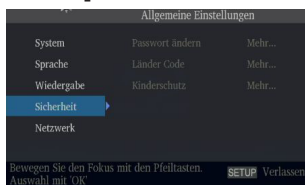
DivX(R) VOD DRM bedeutet DivX(R) Video on Demand Digital Right Management - Kopierschutzsystem.

DivX® ist der Name eines revolutionären neuen Video-Codex auf Basis des neuen MPEG-4-Kompressionsstandards für Video. Sie können mit diesem Player DivX®-Filme wiedergeben.

Sie können mit diesem Geräts nur gemietete und gekaufte DivX®-Videos wiedergeben, die mit dem DivX®-Registriercode ausgestattet sind.

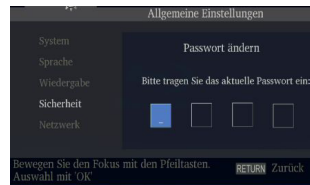
Wählen Sie die DivX(R) VOD DRM-Option, dann finden Sie den Produktregistriercode. Weitere Informationen unter <http://www.divx.com/vod>.

[Sicherheit]

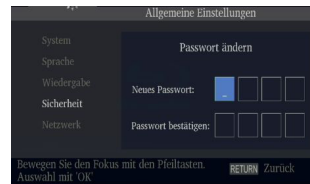


- **[Passwort ändern]**

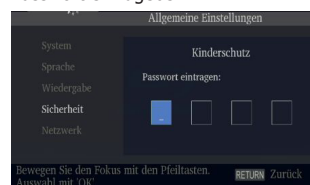
Folgen Sie den Hinweisen auf dem TV-Bildschirm oder ändern Sie das Passwort für gesperrte Discs und geben Sie gesperrte DVD-Discs wieder.



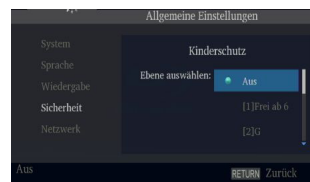
1. Verwenden Sie die ZAHLEN-Tasten, um das alte 4-stellige Passwort einzugeben. Das Standardpasswort ist „0000“.
2. Geben Sie das neue Passwort ein.



3. Geben Sie das neue Passwort erneut zur Bestätigung ein.
- **[Länder Code]**
Dies stellt sicher, dass alle Szenen wiedergegeben werden, die für Ihr/e momentane/s Land/Region gedacht sind. Verwenden Sie die Zahlen-Tasten, um Ihr Passwort einzugeben, dann können Sie Ihr/e Land/Region wählen.
- **[Kinderschutz]**
Verhindert den Zugriff von Kindern auf Discs, die für sie nicht geeignet sind. Diese Discs müssen mit einer Alterskennzeichnung aufgezeichnet worden sein.
 1. Drücken Sie auf OK.
 2. Verwenden Sie die ZAHLEN-Tasten, um das Passwort einzugeben.



3. Wählen Sie eine Altersfreigrenze und drücken Sie dann auf OK.

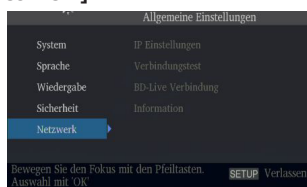


Elemente	Beschreibung
Frei ab 6	Ohne Altersbeschränkung
G	Geeignet für Kinder mit Anleitung
PG	Elterliche Anleitung
PG-13	Elterliche Anleitung für Kinder unter 13
PGR	Elterliche Anleitung empfohlen
R	Eingeschränkt
NC-17	Nicht unter 17 Jahre
Ab 18	Ab 18 Jahre

Hinweise:

- Discs, die eine Altersfreigabe über der unter [Kinderschutz] eingestellten FSK-Grenze haben, erfordern die Eingabe des Passworts.
- Die FSK-Grenzen sind länderabhängig. Um die Wiedergabe aller Discs zu erlauben, wählen Sie 'Aus'.

[Netzwerk]



Um BD-Live™-Bonus-Inhalte zu genießen, muss eine Netzwerkverbindung eingerichtet werden.

Hinweis:

- Stellen Sie sicher, dass das Netzwerkkabel korrekt angeschlossen ist und der Router eingeschaltet ist.
1. Schließen Sie den Blu-ray Disc™-Player an ein Breitbandmodem oder einen Router an.
 2. Wählen Sie im Menü Einstellungen die Option [Netzwerk] und drücken Sie anschließend auf ►.
 3. Wählen Sie im Menü dann [IP-Einstellungen] und drücken Sie danach auf OK, um [Auto] zu wählen. Eine IP-Adresse wird automatisch bezogen. Wenn keine IP-Adresse bezogen wird, wählen Sie [Manuell], um IP-Adresse, Subnet-Maske, Standard-Gateway, DNS1/ DNS2 einzugeben und drücken Sie auf OK, um die Verbindung zum Netzwerk wiederherzustellen. Er wird erneut versuchen, die IP-Adresse zu erhalten.
 4. Drücken Sie auf RETURN oder OK zum Beenden.

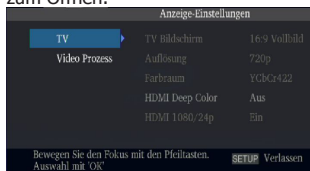
Hinweise:

- Im Modus [Manuell] drücken Sie auf ▼, um die Nummer zu löschen, falls sie falsch eingegeben wurde.
- Für die Verbindung zum Internet ist ein Vertrag mit einem Internetprovider nötig.
- Dieser Player unterstützt die automatische Erkennung von Crossed-over-Kabeln nicht. Verwenden Sie ein normales Standard-LAN-Kabel.
- Das Laden von BD-Live™-Inhalten aus dem Internet kann, abhängig von der Dateigröße und der Internetverbindungsgeschwindigkeit, etwas dauern.

- **[IP-Einstellungen]**
 {Auto} - Automatische Abfrage der Netzwerkinformationen.
 {Manuell} - Manuelle Einrichtung der Netzwerk-Information.
- **[Verbindungstest]**
 Zeigt die Statusinformationen der Netzwerkverbindung an.
- **[BD-Live Verbindung]**
 {Erlaubt} - Bei der Wiedergabe einer BD-Live™-Disc kann die Disc alle Informationen vom zugewiesenen Netzwerk automatisch herunterladen.
 {Teilweise erlaubt} - Bei der Wiedergabe einer BD-Live™-Disc kann die Disc einen Teil der Informationen vom zugewiesenen Netzwerk automatisch herunterladen.
 {Verwehrt} - Herunterladen von Informationen aus Netzwerk deaktiviert.
- **[Information]**
 Zeigt alle Netzwerkinformationen an.

Anzeige-Einstellungen

1. Drücken Sie auf SETUP, das Menü [Allgemeine Einstellungen] wird angezeigt.
2. Drücken Sie auf ►, um [Anzeige-Einstellungen] zu wählen, und drücken Sie anschließend ▼.
3. Wählen Sie eine Option, drücken Sie auf ► zum Öffnen.



4. Drücken Sie auf ▲/▼, um eine Einstellungsoption zu wählen und drücken Sie auf ►.
5. Wählen Sie die Einstellung, die geändert werden soll, und drücken Sie zum Bestätigen auf OK.
 - Drücken Sie auf ◀, um zum letzten Menü zurückzukehren.
 - Drücken Sie auf SETUP, um das Menü zu beenden.

[TV]

- **[TV Bildschirm]**
 Wählen Sie das Bildschirmformat je nach gewünschter Bildarstellung auf dem TV-Gerät.
 {16:9 Vollbild} - Für Disc mit Bildseitenverhältnis von 4:3, das Ausgabevideo wird auf 16:9 Vollbildschirm gestreckt.
 {16:9 Normal} - Für Disc mit Bildseitenverhältnis von 4:3, das Ausgabevideo wird vertikal an den Bildschirm angepasst.
 {4:3 Pan&Scan} - Für Standard-TV, zeigt ein breites Bild auf dem gesamten Bildschirm an und beschneidet redundante Bereiche.

{4:3 Letterbox} - Für Standard-TV, zeigt ein breites Bild mit zwei schwarzen Streifen oben und unten auf dem 4:3-Bildschirm an.

• [Auflösung]

Wählen Sie eine Videoausgabeauflösung, die mit der TV-Bilddarstellungsfähigkeit kompatibel ist.

{Auto} - Wählt die am besten geeignete Auflösung für das TV-Gerät.

{480i/576i}, **{480p/576p}**, **{720p}**, **{1080i}**, **{1080p}**

- Wählen Sie die beste Videoauflösungseinstellung für das TV-Gerät. Weitere Details dazu finden Sie in der TV-Bedienungsanleitung.

• [Farbraum]

Wählt einen vordefinierten Farbraum für das Bild.

{RGB} - Wählt RGB-Farbraum.

{YCbCr} - Wählt YCbCr-Farbraum.

{YCbCr422} - Wählt YCbCr422-Farbraum.

{Volle RGB} - Wählt vollen RGB-Farbraum.

• [HDMI Deep Color]

Diese Funktion ist nur verfügbar, wenn das Anzeigegerät über ein HDMI-Kabel angeschlossen ist und die Funktion Deep Color unterstützt.

{30 bits} - Ausgabe 30-bit Farbe.

{36 bits} - Ausgabe 36-bit Farbe.

{Aus} - Ausgabe Standard 24-bit Farbe.

Hinweis:

- Wenn der Farbraum „YCbCr422“ ist, gibt es keine Deep Colour-Ausgabe - auch wenn HDMI Deep Color auf 30/36bits gesetzt ist.

• [HDMI 1080/24p]

{Ein} - Aktiviert 1080/24p Videoauflösungseinstellung.

{Aus} - Desaktiviert 1080/24p Videoauflösungseinstellung.

Hinweise zu HDMI 1080/24p:

Wenn die 24-Hz-Ausgabe eingestellt werden soll, müssen 3 unten stehende Bedingungen erfüllt werden:

1. TV-Gerät unterstützt die 24-Hz-Anzeige;
2. Im Player muss im Setup/Einrichtungsmenü die 24-Hz-Option eingestellt sein;
3. Medium muss 24-Hz-Video sein.

Hinweise:

- Diese Auflösung wird nur wirksam, wenn die wiedergegebenen Blu-ray Disc™-Inhalte Filmquellen sind.
- Bei der HDMI 1080/24p-Wiedergabe steht keine Composite-Ausgabe zur Verfügung.

[Video Prozess]



• [Video Anpassung]

Wählen Sie eine vordefinierte Videoeinstellung.

1. Drücken Sie auf OK.

2. Drücken Sie auf ◀/▶, um Helligkeit, Kontrast, Farbton und Farbsättigung einzustellen.

{Helligkeit} - Drücken Sie auf ◀/▶, um die Anzegehelligkeit einzustellen, links bedeutet dunkler und rechts heller.

{Kontrast} - Drücken Sie auf ◀/▶, um den Anzeigekontrast einzustellen, nach links bedeutet niedriger und nach rechts hoher Kontrast.

{Farbton} - Drücken Sie auf ◀/▶, um den Anzeigefarbton einzustellen, links bedeutet geringere und rechts höhere Farbstärke.

{Farbsättigung} - Drücken Sie auf ◀/▶, um die Anzeigesättigung einzustellen, nach links bedeutet geringere und nach rechts höhere Sättigung.

3. Drücken Sie auf RETURN zum Beenden.



• [Schärfe]

Auswahl des Schärfegrads: Hoch, Mittel, Niedrig.

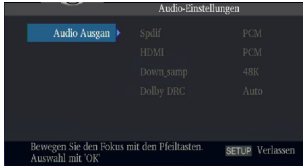
{Hoch} - Wählt einen hohen Schärfegrad.

{Mittel} - Wählt einen mittleren Schärfegrad.

{Niedrig} - Wählt einen niedrigen Schärfegrad.

Audio-Einstellungen

1. Drücken Sie auf SETUP, das Menü **[Allgemeine Einstellungen]** wird angezeigt.
2. Drücken Sie auf ►, um **[Audio-Einstellungen]** zu wählen, und drücken Sie anschließend auf ▼.
3. Wählen Sie eine Option, drücken Sie auf ► zum Öffnen.



4. Drücken Sie auf ▲/▼, um eine Einstellungsoption zu wählen und drücken Sie auf ►.
5. Wählen Sie die Einstellung, die geändert werden soll, und drücken Sie zum Bestätigen auf OK.
 - Drücken Sie auf ◀, um zum letzten Menü zurückzukehren.
 - Drücken Sie auf SETUP, um das Menü zu beenden.

[Audio Ausgang]

- **[S/PDIF]**
Wählt den Ausgangsmodus für KOAXIAL-Buchse, Optionen umfassen Bitstream, PCM, Neu kodieren und Aus.
{**Bitstream**} - Ausgangsdigitalsignal ohne Verarbeitung.
{**PCM**} - Ausgangsdigitalsignal mit Verarbeitung, nur zwei Exportkanäle.
{**Neu kodieren**} - Automatische Auswahl des Signaltyps von KOAXIAL-Buchse gemäß Audioton auf Disc.
{**Aus**} - Keine Ausgabe für S/PDIF.
- **[HDMI]**
Wählt den Ausgangsmodus für HDMI Out-Buchse, Optionen umfassen Bitstream, PCM, Neu kodieren und Aus.
{**Bitstream**} - HDMI-Digitalsignal-Ausgabe ohne Verarbeitung.
{**PCM**} - HDMI-Digitalsignal-Ausgabe mit Verarbeitung, nur zwei Kanäle werden gesendet.
{**Neu-kodieren**} - Automatische Auswahl des Signaltyps von HDMI-Ausgangsbuchse gemäß Audioton auf Disc.
{**Aus**} - Keine Ausgabe für HDMI.
- **[Down_samp]**
Wählt die Digitalaudiosignal-Sampling-Frequenz.
{**48K**} - Für Disc, die mit Sampling-Rate von 48 kHz aufgenommen wurde.
{**96K**} - Für Disc, die mit Sampling-Rate von 96 kHz aufgenommen wurde.
{**192K**} - Für Disc, die mit Sampling-Rate von 192 kHz aufgenommen wurde.

- **[Dolby DRC]**

Wählt den Dynamiksteuermodus, damit bei einem mit geringer Lautstärke wiedergegebenen Film keine Klangqualitätsverluste auftreten.
{**Aus**} - Keine Dynamikkompression.
{**Ein**} - Dynamikkompression.
{**Auto**} - Wählt DRC gemäß Eingangsaudioton.
Die Einstellung von 'Auto' ist für Dolby TrueHD geeignet.

System-Informationen

1. Drücken Sie auf SETUP, das Menü **[Allgemeine Einstellungen]** wird angezeigt.
2. Drücken Sie auf ►, um **[System-Informationen]** auszuwählen.
 - Die aktuelle Softwareversion und MAC-Adresse werden angezeigt.
 - Drücken Sie auf ◀, um zum letzten Menü zurückzukehren.
 - Drücken Sie auf SETUP, um das Menü zu beenden.



7 Technische Daten

Wiedergebbare Medien

Dieses Produkt kann Folgendes wiedergeben:

- Blu-ray-Disc™-Video, BD-R/RE2.0, BDAV
- DVD, DVD-Video, DVD+R/+RW, DVD-R/-RW, DVD+R/-R DL (Dual Layer/Doppelschicht)
- Video-CD/SVCD
- Audio-CD, CD-R/CD-RW
- AVCHD
- USB-Flash-Datenspeicher

Video

Signalsystem: PAL/NTSC

HDMI-Ausgang: 480i/576i, 480p/576p, 720p, 1080i, 1080p, 1080/24p.

Audio

- Digitalausgang (Koaxial):
0,5 Vp-p (75 Ohm)
- HDMI-Ausgang

LAN

- LAN-Anschluss 10BASE-T/100BASE-TX

USB

- USB 1.1/USB 2.0 Full-speed/USB 2.0 High-speed
- Unterstützte Bereiche: Flash-Datenspeicher, Kartenlesegeräte, USB-HUB mit 4 Ports, USB-Massenspeichergerät.
- Unterstützte Dateisysteme: FAT32
- Unterstützte maximale Größe: 32GB
- Externe Festplatte ohne eigene Stromversorgung wird nicht unterstützt.

Hauptgerät

- Stromversorgung:
200V-240V 50/60Hz
- Stromverbrauch: 15W
- Stromverbrauch im Stand-by-Modus: <1W
- Abmessungen (B x H x T):
360 x 38,5 x 205 (mm)
- Nettogewicht: 1,25kg
- Betriebstemperatur: 5°C bis 35°C
- Betriebsfeuchtigkeit: Weniger als 80%
(ohne Kondensation)

Mitgeliefertes Zubehör

- Fernbedienung
- 1 R03 (Größe AAA) Batterie
- Einfache BA

Kompatible Dateiformate

MP3-Tracks

- Unterstützte Dateierweiterung: '.mp3'
- Unterstützter Audio-Codec: MP3
- ISO-Format
- Unterstützte entsprechende Bitrate:
8kbps - 320kbps
- Unterstützte Sampling-Frequenzen: 32kHz, 44,1kHz, 48kHz

JPEG

- Unterstützte Dateierweiterung: '.jpg' or '.jpeg'
- JPEG/ISO format
- Foto-CD wird nicht unterstützt

DivX®

- Unterstützte Dateierweiterung: '.DIVX'
- DivX HD

MKV

- Unterstützte Dateierweiterung: '.MKV'
- Unterstützte Video-Codcs: H264 MP/HP, DivX, MPEG4 SP/ASP, MPEG1, MPEG2
- Unterstützte Audio-Codcs: AAC 2-Kanal u. 5.1-Kanal, MP3, AC3, DTS, LPCM
- Unterstützte Untertitel: Text/UTF8, SSA, SMI, SUB, SRT, ASS
- Wiedergabe von MKV-Dateien in CD-R/RW ist eventuell nicht möglich
- Einige Discs im MKV-Format können eventuell abhängig von der Videoauflösung und Bildrate nicht wiedergegeben werden.

Andere Formate

- MP4 ('.mp4', '.mov'), AVI ('.avi'),
MPEG ('.mpg', '.mpeg')

8 Fehlerbeseitigung

Wenn eine der folgenden Störungen bei der Benutzung dieses Geräts auftritt, suchen Sie in der folgenden Liste nach einer Lösung, bevor Sie den nächstgelegenen TOSHIBA-Händler befragen.

Störung	Tipp
Keine Reaktion von der Fernbedienung.	Schließen Sie das Gerät an die Netzsteckdose an.
	Richten Sie die Fernbedienung auf das Gerät.
	Setzen Sie die Batterie korrekt ein.
	Setzen Sie eine neue Batterie in die Fernbedienung ein.
Kein Videosignal auf dem Anzeigegerät.	Schalten Sie das TV-Gerät ein.
	Stellen Sie das TV-Gerät auf den korrekten externen Eingang ein.
	Wählen Sie die korrekte Videoauflösung.
	Stellen Sie das TV-System korrekt ein.
Falsches oder fehlendes Audio/Video-Signal auf dem Verstärker/Anzeigegerät über HDMI-Kabel.	Wenn das Gerät über das HDMI-Kabel an ein nicht dafür ausgerüstetes Anzeigegerät angeschlossen ist, kann möglicherweise kein Audio/Video-Signal ausgegeben werden.
	Stellen Sie sicher, dass die Einstellungen am Verstärker/Anzeigegerät zu jenen vom Blu-ray Disc™-Player passen.
Kein High-Definition-Videosignal auf dem TV-Gerät.	Enthält die Disc High-Definition-Video? High-Definition-Video ist nicht verfügbar, wenn die Disc dieses nicht enthält.
	Unterstützt das TV-Gerät High-Definition-Video? High-Definition-Video ist nicht verfügbar, wenn das TV-Gerät dieses nicht unterstützt.
Kein Audiosignal aus den Lautsprechern der Audioanlage.	Schalten Sie die Audioanlage ein.
	Stellen Sie die Audioanlage auf den korrekten externen Eingang ein.
	Erhöhen Sie die Lautstärke der Audioanlage.
Disc kann nicht wiedergegeben werden.	Stellen Sie sicher, dass der Blu-ray Disc™-Player die Disc unterstützt.
	Stellen Sie sicher, dass der Blu-ray Disc™-Player den Regionalcode der DVD oder Blu-ray Disc™ unterstützt.
	Bei DVD+RW/+R oder DVD-RW/-R stellen Sie sicher, dass die Disc beim Brennen korrekt fertig gestellt wurde.
	Reinigen Sie die Disc.
JPEG-Dateien von einer Disc können nicht wiedergegeben werden.	Stellen Sie sicher, dass die Disc in JPG/ISO-Format aufgenommen wurde.
DivX®-Dateien können nicht wiedergegeben werden.	Stellen Sie sicher, dass die Disc in H.264 oder MPEG-4-Format aufgenommen wurde.
MP3-Dateien von einer Disc können nicht wiedergegeben werden.	Stellen Sie sicher, dass die Disc in ISO-Format aufgenommen wurde.
	Stellen Sie sicher, dass die Bitrate der MP3-Dateien zwischen 8 und 320kbps liegt.
	Stellen Sie sicher, dass die Sampling-Rate der MP3-Dateien 32kHz, 44,1kHz oder 48kHz beträgt.

Störung	Tipp
JPEG-Datei wird nicht gefunden.	Stellen Sie sicher, dass die ausgewählte Gruppe (Ordner) nicht mehr als 9.999 Dateien bei DVDs und mehr als 999 Dateien bei CDs enthält.
	Stellen Sie sicher, dass die Dateierweiterung .jpg, .JPG, .jpeg oder .JPEG ist.
MP3-Datei wird nicht gefunden.	Stellen Sie sicher, dass der ausgewählte Ordner nicht mehr als 9.999 Dateien bei DVDs und nicht mehr als 999 Dateien bei CDs enthält.
	Stellen Sie sicher, dass die Dateierweiterung .mp3 oder .MP3 ist.
Software-Upgrade kann nicht ausgeführt werden.	Wenn zur System-Aktualisierung ein USB-Datenspeicher verwendet wird, sollte ein neuer Ordner namens UPG_ALL angelegt werden und die Aktualisierungsdatei in diesen Ordner kopiert werden.
	Achten Sie beim Upgrade der Software des Systems über das Netzwerk darauf, dass der Player vorher bereits mit dem Internet verbunden ist.
Manchmal können die Optionen des Einrichtungsmenüs nicht ausgewählt werden.	Bei der Wiedergabe einer DVD- oder Blu-ray Disc™ drücken Sie ein Mal auf STOP, dann schaltet der Player in den Stopp-Wiederaufnahme-Modus, in dem einige Einstellungen im Einrichtungsmenü wie Sprachmenü, Audio, Untertitel usw. nicht vorgenommen werden können. Wenn Sie diese ändern wollen, drücken Sie zwei Mal auf STOP, dann schaltet der Player in den vollständigen Stopp-Modus, in dem diese Änderungen vorgenommen werden können.

9 Glossar

AVI

Audio Video Interleave, bekannt unter der Abkürzung AVI, ist ein Multimedia-Containerformat. AVI-Dateien können sowohl Audio- als auch Video-Dateien in einem Container aufnehmen, wodurch die synchrone Wiedergabe von Audio und Video möglich ist.

Bildseitenverhältnis

Bildseitenverhältnis bezieht sich auf das Verhältnis Länge zu Höhe der TV-Bildschirmanzeige. Das Verhältnis eines normalen TV-Geräts ist 4:3, während das Verhältnis eines High-Definition- oder Breitbild-TV-Geräts 16:9 beträgt. Der Letterbox-Modus macht es möglich, dass Sie ein breiteres Bild auf dem Standard-4:3-Bildschirm genießen können.

Blu-ray-Disc™

Blu-ray-Disc™ ist die nächste Generation der optischen Video-Disc, die fünf Mal mehr Daten als eine konventionelle DVD speichern kann. Die große Speicherfähigkeit macht es möglich, besondere Features wie High-Definition- oder HD-Videos, Mehrkanal-Surround-Sound, interaktive Menüs usw. zu genießen.

BONUSVIEW™

Dies ist ein Blu-ray Disc™-Video (Final Standard Profile oder Profile 1.1), das interaktive Inhalte unterstützt, die auf der Disc vorhanden sind, z. B. Bild-in-Bild. Dieses Gerät kann somit das erste und das zweite Video gleichzeitig wiedergeben.

Digital-Audio

Digital-Audio ist ein Tonsignal, das in numerische Werte konvertiert wurde.

Digitaler Ton kann über mehrere Kanäle übertragen werden. Analoger Ton kann nur über zwei Kanäle übertragen werden.

DivX®

DivX® ist ein Codec (Komprimierung/Dekomprimierung), der Bilder auf sehr geringe Datenmengen komprimieren kann.

DivX Certified® zur Wiedergabe von DivX®-Video-Dateien bis zur HD Auflösung 1080p, inklusive Premium Inhalten.

ÜBER DIVX-VIDEO:

DivX® ein digitales Videoformat, das von DivX, Inc. entwickelt wurde. Dies ist ein offizielles DivX Certified® Gerät, welches DivX-Videos wiedergibt. Besuchen Sie www.divx.com für weitere Informationen und Software, um Ihre Dateien in DivX-Videoformaten umzuwandeln.

ÜBER DIVX VIDEO-ON-DEMAND/FILME AUF ABRUF:

Dieses DivX Certified®-Gerät muss registriert werden, um erworbene DivX Video-on-Demand (VOD)-Filme wiederzugeben. Um Ihren Registriercode zu erhalten, suchen Sie den DivX-VOD-Abschnitt im Einrichtungs-Menü des Geräts. Weitere Informationen zur Registrierung finden Sie unter www.vod.divx.com.

Dolby® Digital

Dies ist ein von Dolby Laboratories entwickeltes System, um Digitalton zu komprimieren. Es bietet Stereo-(2-Kanal) oder Multikanal-Audio.

Dolby® Digital Plus

Dolby Digital Plus ist die nächste Generation digitaler Audiokompressionstechnologie, die als Erweiterung von Dolby Digital entwickelt wurde. Blu-ray-Disc™ unterstützen 7.1 Multikanal-Surround-Sound-Ausgabe.

Dolby® TrueHD

Dolby TrueHD ist eine verlustlose Codiertechnologie, die für die nächste Generation der optischen Discs entwickelt wurde. Blu-ray-Disc™ unterstützen 7.1 Multikanal-Surround-Sound-Ausgabe.

DTS®

DTS ist ein Multikanal-Surround-Soundsystem. Durch Anschluss an einen DTS-Decoder können Sie Filme wie im Kino mit dynamischen und realistischen Ton genießen, DTS Surround-Sound-Technologien wurden entwickelt von DTS, Inc.

DTS-HD®

DTS-HD ist eine verlustlose Codiertechnologie, die als Erweiterung zum ursprünglichen DTS Coherent Acoustics-Format entwickelt wurde. Blu-ray-Disc™ unterstützen 7.1 Multikanal-Surround-Sound-Ausgabe.

DTS-HD Master Audio™

Eine mit DTS-HD Master Audio aufgezeichnete Disc bietet ALLE Informationen der originalen Master-Aufnahmen - Bit für Bit ist sie identisch mit den Originalaufnahmen der Toningenieure. Besser kann Audio nicht werden.

HDCP

High-bandwidth Digital Content Protection
High-bandwidth Digital Content Protection ist ein Verschlüsselungssystem. Diese Merkmale ermöglichen eine sichere Übertragung von digitalen Inhalten zwischen verschiedenen Geräten (um unerlaubte Kopien zu verhindern.)

HDMI®

High-Definition Multimedia Interface (HDMI) ist eine digitale Hochgeschwindigkeitsschnittstelle, die nicht komprimierte, hoch aufgelöste Videos und digitalen Multikanal-Audioton überträgt. Sie bietet qualitativ hochwertige Bilder und Tonaufzeichnungen. HDMI ist vollständig rückwärts kompatibel mit DVI. Wie vom HDMI-Standard gefordert, führt der Anschluss von HDMI- oder DVI-Geräten ohne HDCP (High bandwidth Digital Content Protection) dazu, dass weder Bild noch Ton ausgegeben werden.

JPEG

Ein weit verbreitetes digitales Fotobildformat.
Ein Standbild-Datenkomprimierungssystem, das von der Joint Photographic Expert Group vorgeschlagen wurde, das sich trotz der hohen Komprimierungsrate durch eine geringe Verminderung der Bildqualität auszeichnet. Dateien sind an ihrer Dateierweiterung '.jpg' oder '.jpeg' zu erkennen.

LAN (Local Area Network)

Eine Gruppe von miteinander verbundenen Geräten in einer Firma, einer Schule oder einem Haus. Zeigt die Grenzen eines Netzwerks an.

Lokaler Speicher

Dieser Speicherbereich wird als Speicherort für die Speicherung von zusätzlichen Inhalten von Blu-ray Disc™-Videos mit aktiviertem BD-Live™ verwendet.

MKV

Der Matroska-Multimedien-Container ist ein kostenloses Container-Format mit offenen Standards und kann eine unbegrenzte Anzahl von Video-, Audio-, Bild- oder Untertitel-Tracks in einer einzelnen Datei speichern. Es soll als universelles Format für die Speicherung von klassischen Multimedia-Inhalten dienen, wie beispielsweise Filmen oder TV-Sendungen.

MP3

Ein Dateiformat mit einem Tondaten-Komprimierungssystem. MP3 ist die Abkürzung von Motion Picture Experts Group 1 (oder MPEG-1) Audio-Schicht 3. Mit dem MP3-Format kann eine CD-R oder CD-RW 10 Mal mehr Daten als eine herkömmliche CD enthalten.

MP4

Das MP4-Dateiformat ist ein Multimedia-Container-Format und Bestandteil von MPEG-4. Es wird meist zur Speicherung von digitalen Video- und Audiostreams verwendet (insbesondere von MPEG (MPEG4, H264...), kann jedoch auch zur Speicherung von anderen Daten wie Untertiteln und einzelnen Bildern verwendet werden.

PMC

Wiedergabesteuerung. Ein System, bei dem Sie durch eine Video-CD/Super- VCD mit Bildschirmen navigieren, die auf der Disc aufgezeichnet sind. Sie können die interaktive Wiedergabe und Suche nutzen.

PCM

Impuls-Code-Modulation. Ein digitales Audiocodierungssystem.

Regionalcode

Ein System, wodurch die Disc nur in der zugewiesenen Region wiedergegeben werden kann. Dieses Gerät gibt nur Discs wieder, die einen kompatiblen Regionalcode haben. Sie finden den Regionalcode auf dem Geräteschild. Einige Discs sind auch mit mehreren Regionen kompatibel (oder mit ALLEN Regionen).